

TAKE YOUR GAME FURTHER® BRADYGAMES®



MEGA MAN X

OFFICIAL STRATEGY GUIDE

By
Doug Walsh



This game has received the following rating from the ESRB:



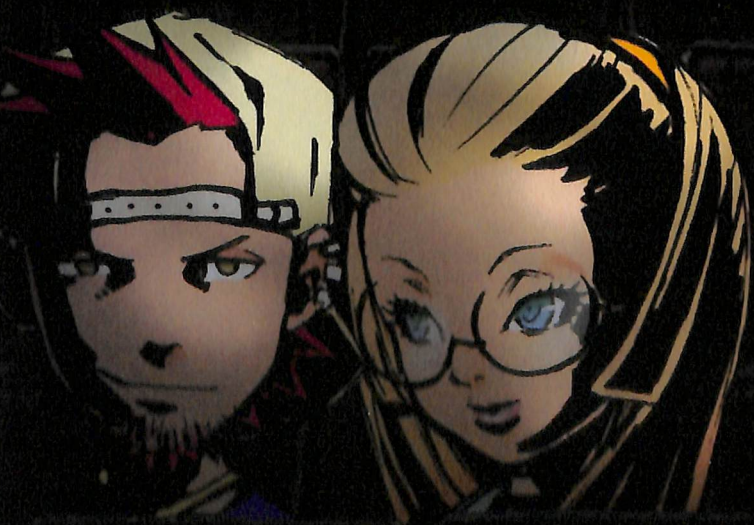
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COMPUTER ENTERTAINMENT SYSTEM
AND NINTENDO GAMECUBE

CLOVER
STUDIO

CAPCOM



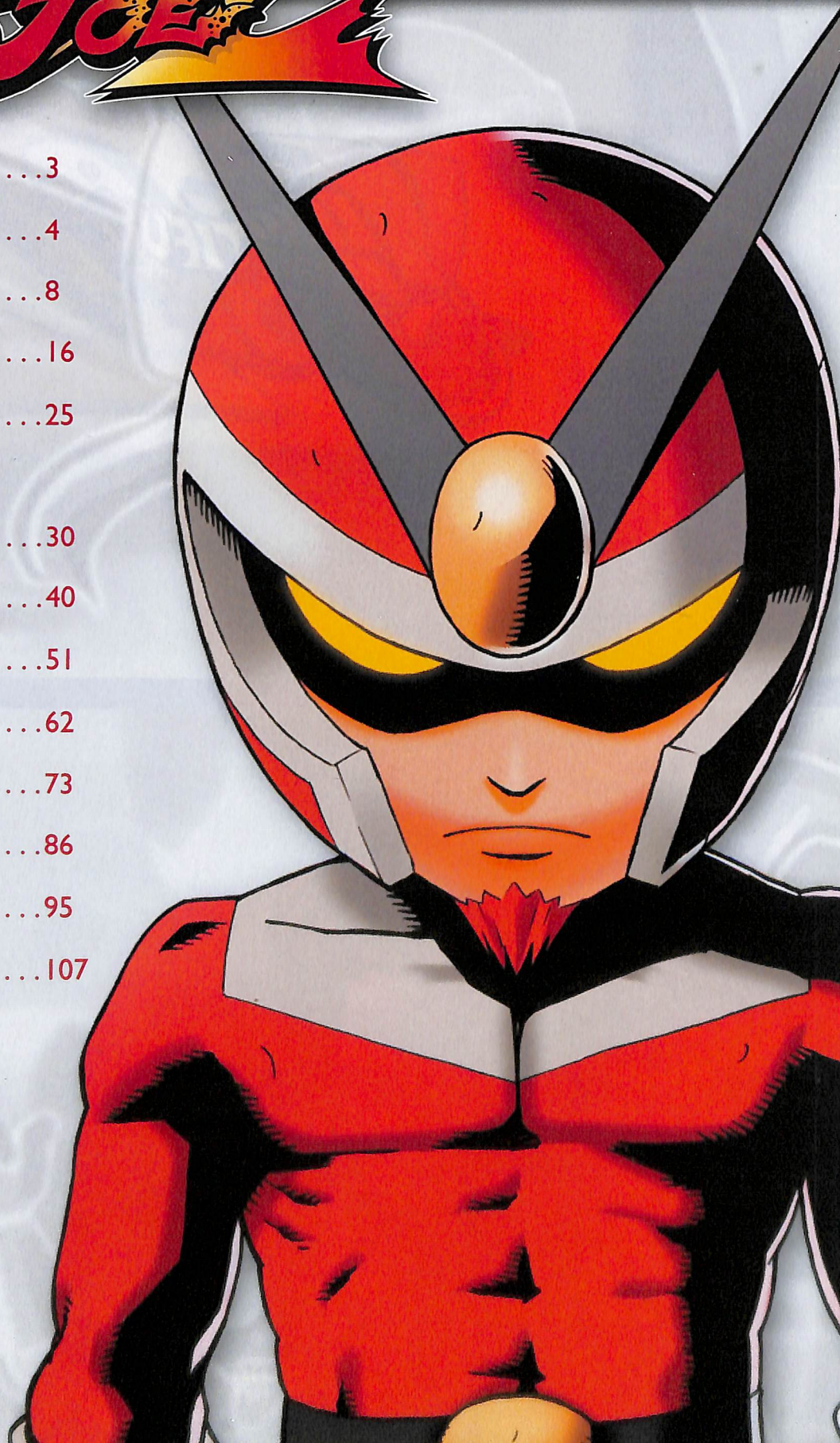
VENTURE JCE



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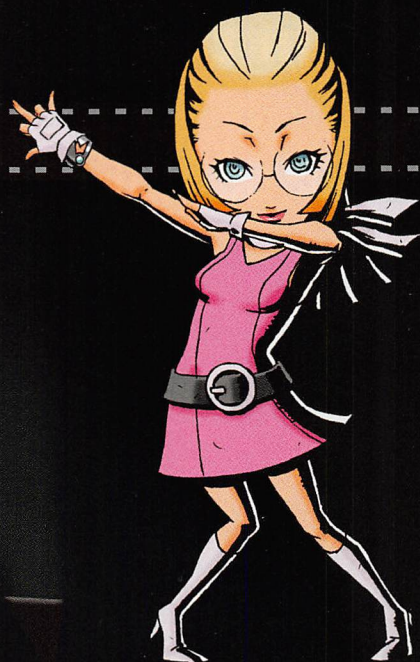
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SILVIA

The whole damsel-in-distress gig is so been-there-done-that for Silvia that she's not about to sit on the sidelines again. Whoever her agent is, there are a few Princesses out there who could sure stand to give him a call. But I digress...

With Joe as her boyfriend, and Captain Blue as her father, it should be no surprise that Silvia has all the makings of a terrific superhero. Silvia matches Joe move-for-move and is not afraid to mix it up with any baddie who dares threaten her man. The main difference between Silvia and Joe is that Silvia prefers guns to fists. Use her energy blasters to blow apart enemies from a safe distance. It doesn't get any better than that!



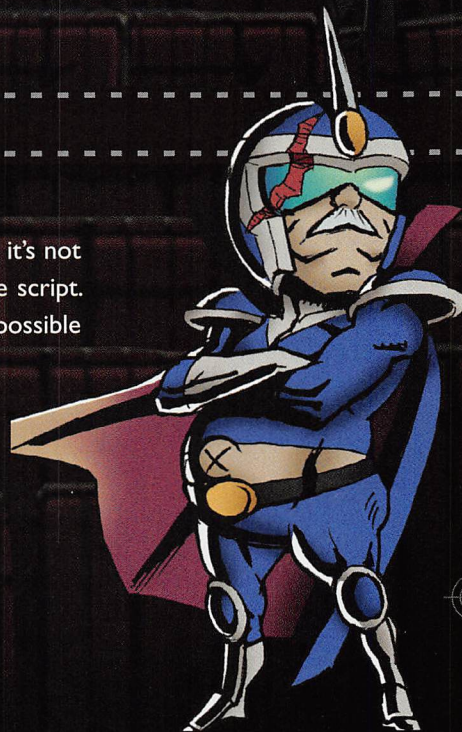
JET

Joe's dad owns a small local movie house and finds himself staring in disbelief at his son inside the movie showing on his screen. At first, he's not interested in how Joe got in the movie, but would rather Joe get home and clean up the mess he left. But with a little convincing from the sweet Silvia, Jet decides to hunker down in the front row and cue up some movies. Jet loves watching movies so much that few have ever seen him without some popcorn and a soda in his hands. And his bladder is in tremendous shape, too! Jet will be picking the order of the movies for Joe and Silvia to save, so be nice to him.



CAPTAIN BLUE

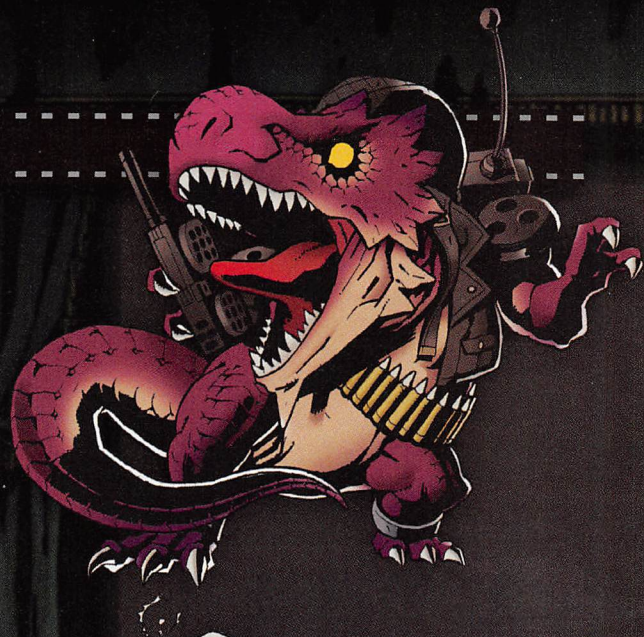
Joe and Silvia are without the help of Captain Blue's sage advice this time around, but it's not his fault. After all, he certainly didn't write himself being abducted by a UFO into the script. Captain Blue is Silvia's guiding light and keeps her motivated to push on in spite of impossible odds. She must save him.



And In the Gedow's Corner...

DRILL SERGEANT: BIG JOHN

If there's one thing to say about Big John, it's that he doesn't give up. Ever. This dinosaur soldier takes his military background very seriously and will not hesitate to tell anyone who will listen about his experience in the Panzer Division. His old army connections come in handy for him too! He'll repeatedly call in for reinforcements when under attack. Despite his enormous teeth, fiery breath, and whirly-bird support, he's no match for Joe's strength.



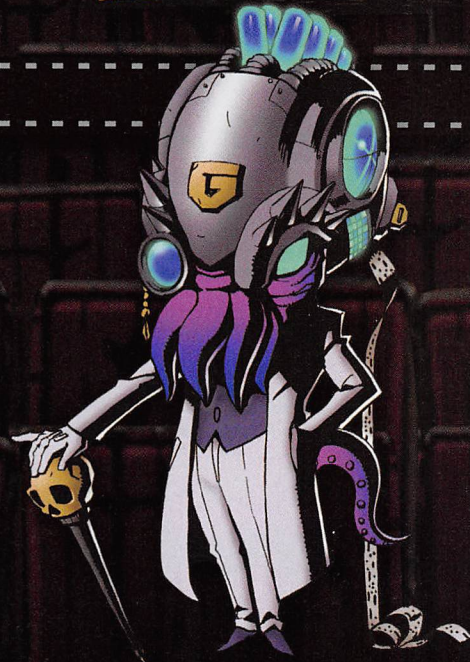
ANCIENT GUARDIAN: FLINTY STONE

Flinty Stone has been asleep in his tomb for a long, long time and he is none too pleased about being disturbed. This sleepy-eyed golden statue may seem like a crybaby, but he's every bit as powerful and aggressive as his fellow villains. His personality isn't the only thing about him that's misleading. He may look like your typical golden statue, but he has the power to transform into a lengthy flying dragon—a fast and deadly one at that. But the shape-shifting and flying about leaves him quite tired. Could there be a better time to attack than when the enemy is asleep. Joe doesn't think so.



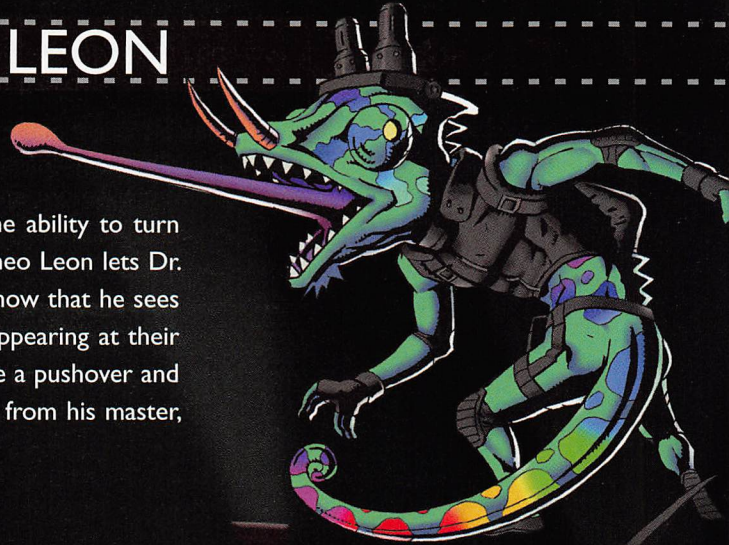
MAD SCIENTIST: DR. CRANKEN

If there's one thing watching movies has taught Joe over the years, it's that he must always be on the lookout for the man pulling the strings from behind the curtain. Dr. Cranken is that person. He's not about to duke it out with Joe, but instead will be content to allow his inventions fight his battles for him. He'll stand off to the side and lend support from behind an impenetrable force field. He's a ranking figure in the Gedow organization and one who Joe and Silvia must ultimately defeat if they're to stamp a happy ending on this movie. But how?



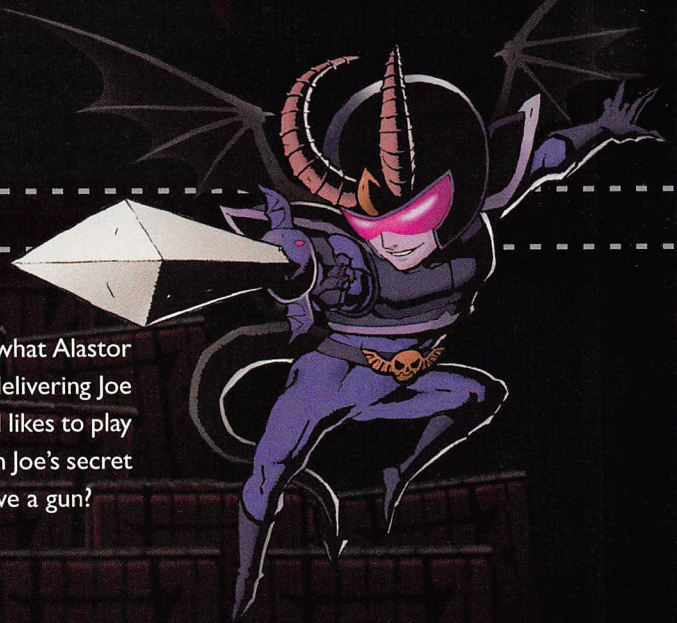
CYBER PHANTOM: CAMEO LEON

Cameo Leon is one of Dr. Cranken's creations. This powerful lizard has the ability to turn himself invisible, which, as Joe can testify, never makes for an easy fight. Cameo Leon lets Dr. Cranken do most of his talking for him other than to occasionally let Joe know that he sees him. This aptly named Cyber Phantom enjoys surprising his enemies by reappearing at their feet and attacking with his lengthy tongue. By himself, Cameo Leon would be a pushover and Dr. Cranken knows this. Cameo Leon is never far from receiving assistance from his master, whether it is in the form of a Cheeseburger or additional firepower.



BLADE MASTER: ALASTOR

No sequel is complete without a rematch between archrivals, right? Well, that's what Alastor thinks. Alastor is the yin to Joe's yang and has been training fervently in hopes of delivering Joe his first defeat. Alastor isn't hovering about in the Underworld anymore, but he still likes to play with swords and lightning. He's learned a few new tricks, but nothing that can match Joe's secret weapon—Silvia! After all, swords might beat out fists, but who wouldn't rather have a gun?



BLIZZARD HAZARD: FROST TIGER

Captain Blue may be locked up in space, but that doesn't mean there's nobody to philosophize with Joe and Silvia. Frost Tiger is as calm and cool as his icy den and has turned to his Zen teachings to help him deal with the loss of his brother, Fire Leo. He says he's not out for revenge, but the rage he shows in combat tells otherwise. As much as Silvia may want to help her man, this is a battle that Joe is best off fighting on his own. They say revenge is a dish best served cold. Let's hope for Joe that he can heat things up a bit.



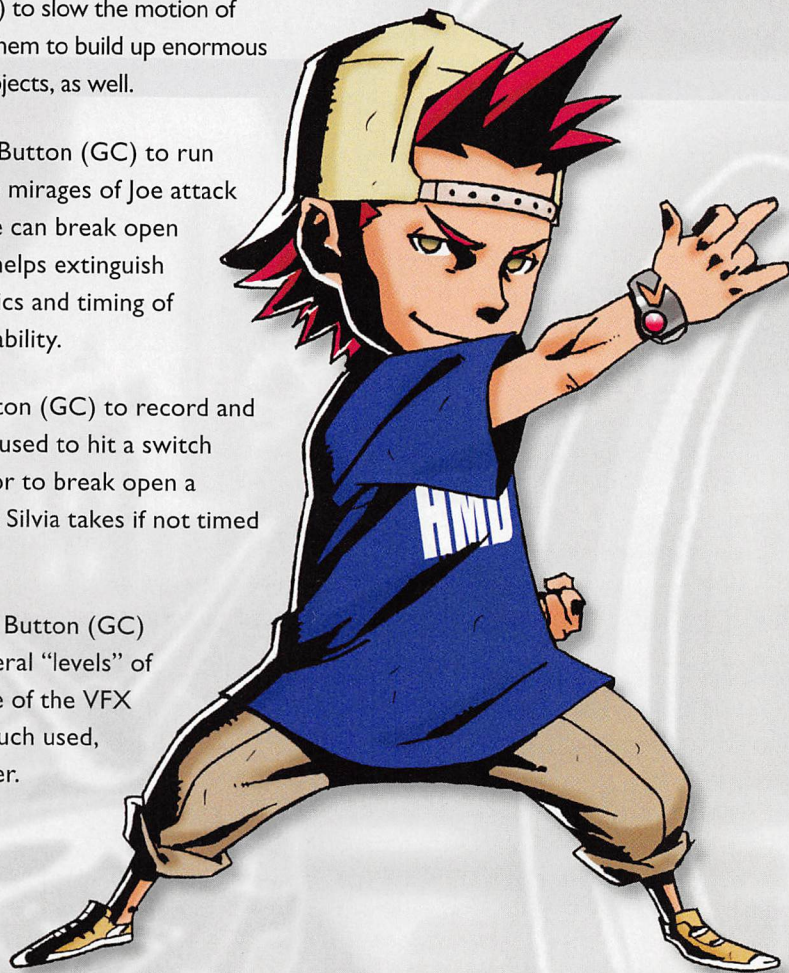
THE HERO'S BASICS

Viewtiful Joe 2 is an intense action game that features spectacular attacks, time-controlling abilities, various power-ups, and a complex scoring system. The only way one can become a true superhero is to have a solid understanding of these “Hero’s Basics.” This chapter serves as a companion to the user’s manual, and should answer any question the player has about the fundamental gameplay.

Controls

The player is given several configurations to choose from while playing *Viewtiful Joe 2*. Since each individual will have his or her own preferred configuration, this book does not refer to the “A Button” per se, but rather the “Punch Button”.

- ⊗ Move: Use the controls to move Joe and Silvia around the environment. They can each move left or right and also be made to crouch or hop by pressing down or up, respectively.
- ⊗ Punch: Joe throws a punch. Throw a punch while pressing down on the controls to land an uppercut.
- ⊗ Fire: Silvia shoots her guns. Tap the button repeatedly to fire multiple blasts from Silvia’s energy guns. Press and hold to lock-on to several enemies at once and then release the button to shoot homing shots at them.
- ⊗ Kick: The hero kicks at an enemy. Perform a kick while pressing down on the controls to sweep an enemy’s legs.
- ⊗ Jump: The hero leaps high into the air. Press a second time to perform a double jump, but only in the “Viewtiful” state.
- ⊗ Zoom: Flip the Right Analog Stick (PS2)/C-Stick (GC) (or press the appropriate button) to Zoom in on the action to unleash the hero’s special attacks.
- ⊗ Slow: Press and hold the LI Button (PS2)/L Button (GC) to slow the motion of everything around the hero. Slow VFX not only allows them to build up enormous combos, but can be used to alter the physics of other objects, as well.
- ⊗ Mach Speed: Press and hold the RI Button (PS2)/R Button (GC) to run super fast, or to attack at such a speed that multiple mirages of Joe attack in all directions. Mach Speed is the only way that Joe can break open crates located in the background. Mach Speed also helps extinguish Joe if he’s on fire and also helps manipulate the physics and timing of other objects. Silvia does not have the Mach Speed ability.
- ⊗ Replay: Press and hold the RI Button (PS2)/R Button (GC) to record and instantly replay an action three times. This can be used to hit a switch three times, to inflict more damage to an enemy, or to break open a crate. Unfortunately, it can also triple damage that Silvia takes if not timed properly. Joe does not have the Replay ability.
- ⊗ V-Touch: Press and hold the R2 Button (PS2)/Z Button (GC) to switch between Joe and Silvia. There are several “levels” of V-Touch that are possible, depending on the size of the VFX Gauge (see below). Regardless of the level V-Touch used, the players can share their aura with one another.



INTRODUCTION

By the end of *Viewtiful Joe* the Jadow had been defeated, Silvia was saved, and the world learned that Captain Blue was Silvia's father. Everything seemed to be going just fine for Joe. You might even say he helped ensure a happy ending. But then an ominous prediction was made: the world would be attacked two more times.

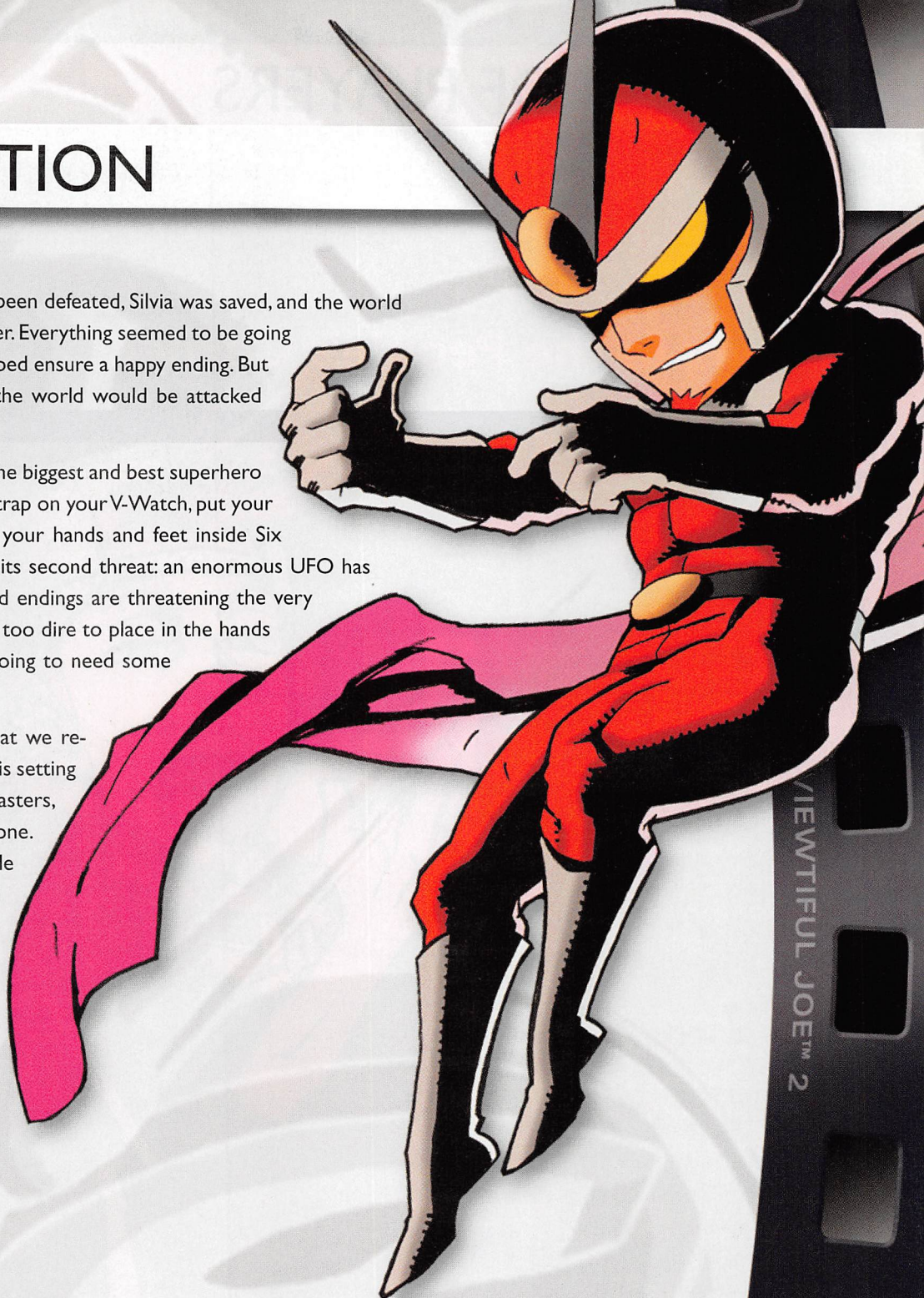
Welcome to *Viewtiful Joe 2*, the sequel to the biggest and best superhero movie ever. There's no time to waste so strap on your V-Watch, put your trays in their upright position, and keep your hands and feet inside Six Machine at all times! Earth is set to face its second threat: an enormous UFO has abducted Captain Blue and films with bad endings are threatening the very essence of Movie Land. This is a situation too dire to place in the hands of just one superhero. No, our hero is going to need some help this time...

It is with great pleasure and privilege that we re-introduce to you, Silvia! This spunky vixen is setting down her bit parts for a pair of energy blasters, and she's aiming to take a back seat to no one. Watch as she matches Joe stride for stride and kick for kick as they take on the evil forces of Gedow in hopes of collecting the legendary Rainbow Oscars.

About This Guide

Viewtiful Joe turned a lot of heads with its vibrant graphics and brilliant gameplay, as well as its infamous difficulty. It should come as no surprise that *Viewtiful Joe 2* not only continues this legacy, but willingly expands on it in all directions. But fear not! The guidebook you're holding arms you with the super-powers you need to solve every time-altering puzzle and to tackle every foe, no matter how impossible they may seem.

The walkthrough portion has been written to focus on the Adult difficulty setting, but notes have been provided to help spotlight areas where those playing on the Kids setting can utilize a less complex strategy. Additionally, notes on unlocking each and every stage in the 36 Chambers mode have been provided to help keep you playing for months to come. Lastly, this guide contains the Viewtiful requirements for every scene in the game for all four difficulty settings. No matter how skilled a player you are, this book is the one power-up you can't be without.



THE CAST OF PLAYERS

First there was just a man. A man named Joe. A bizarre incident at a local movie house landed him inside the silver screen fighting to defeat an evil force and to save his girlfriend. His girlfriend is Silvia. Now she wants to be a star too.

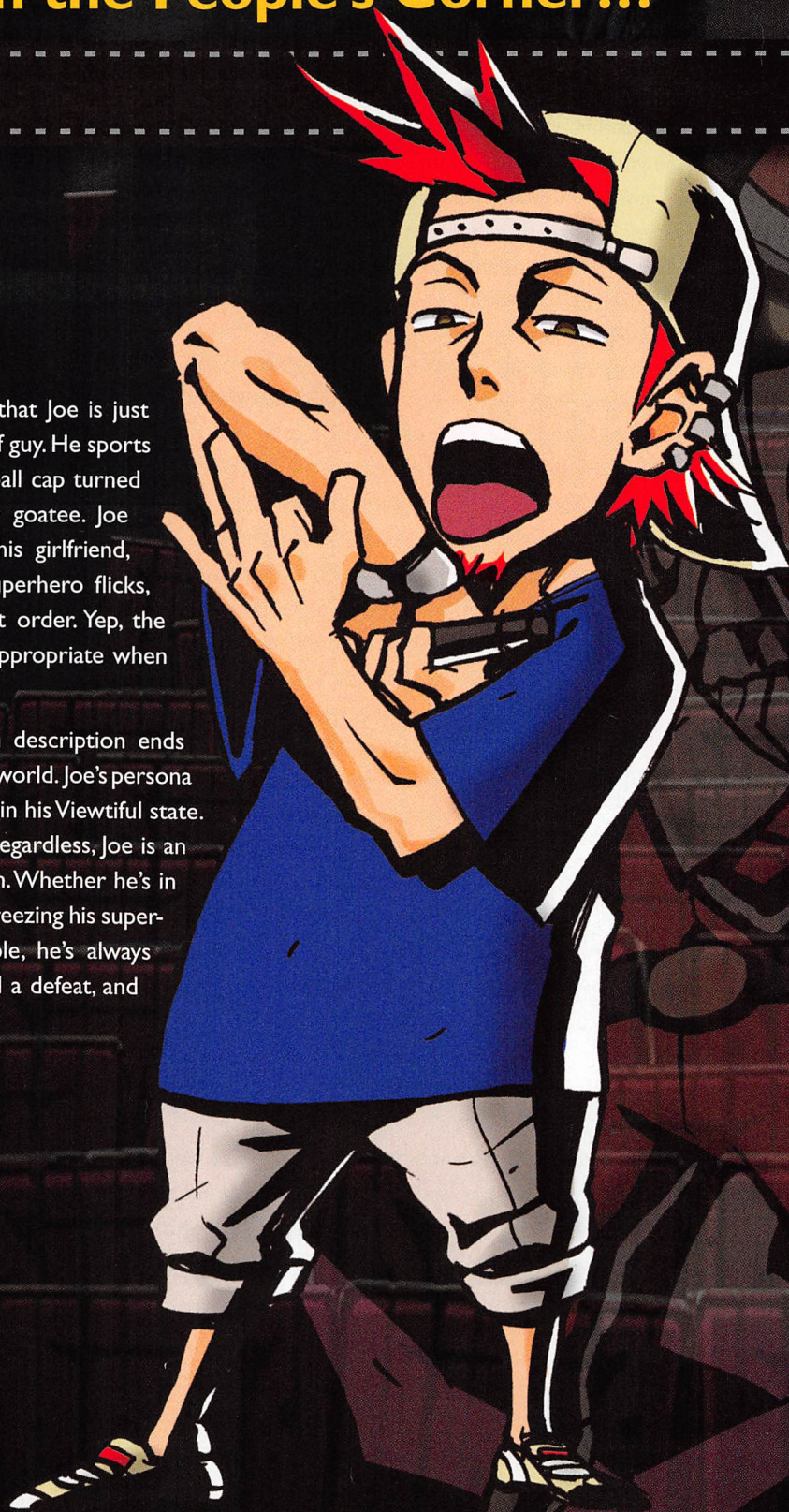
If there's one thing Joe learned in his theatrical debut, it's that there's plenty of room on the marquis to go around. And who better than to share it with than his spunky girlfriend Silvia? But a movie without villains makes for a boring movie indeed. Lucky for the daring duo—and you—evil is never in short supply in Movie Land.

Fighting In the People's Corner...

JOE

At first glance, it appears that Joe is just your run-of-the-mill type of guy. He sports a plain blue T-shirt, a baseball cap turned backwards, and a scraggly goatee. Joe likes spending time with his girlfriend, Silvia, and watching old superhero flicks, but not necessarily in that order. Yep, the word "dude" is strangely appropriate when describing Joe.

Yet this average everyman description ends where it begins—in the real world. Joe's persona takes a dramatic shift once in his Viewtiful state. Maybe it's the red tights? Regardless, Joe is an original on the silver screen. Whether he's in the jungle, outer space, or freezing his super-parts off at the north pole, he's always ready to strike a pose, deal a defeat, and kick some Gedow tail.

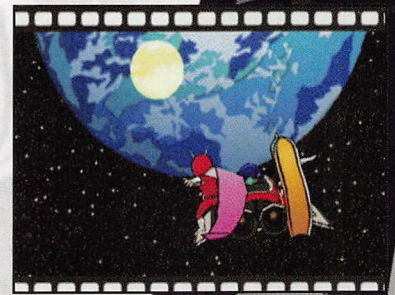


Gameplay Modes

The walkthrough is applicable to any difficulty setting, but is based on Adult selection. Several notes have been added to help those playing on Kids mode use a less complex strategy than what may otherwise be suggested.

The first thing the player does when starting a game of *Viewtiful Joe 2* is to select a difficulty setting. Although a total of four gameplay modes exist, the first-time player is given the following two options:

Kids	Adult
Life Gauge = 10 Hearts	Life Gauge = 5 Hearts
L.I.V. = 4	L.I.V. = 2
Take 2 Maximum = 9	Take 2 Maximum = 3
VFX attack power is double that of Adult mode.	
VFX Gauge decreases slowly.	



It is recommended that all players first play the game on Kids Mode before tackling Adult Mode. Neither of these gameplay modes is truly “easy”, but first-timers will have a better chance of earning Viewtiful rankings on Kids Mode. On the other hand, gamers who want a tougher challenge than Kids Mode are sure to find it on Adult Mode.



LET'S KEEP IT G-RATED

Parents have nothing to worry about concerning the “Adult” label given to the harder difficulty setting, as there is no change in content or subject matter that would make the game inappropriate for children.

Viewtiful Powers

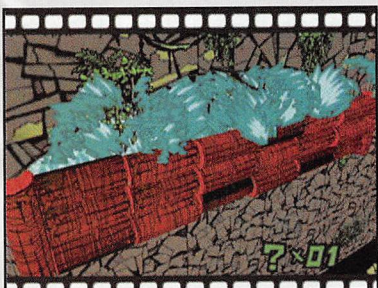
Every superhero has his or her own unique powers that make them so super, and this is where you can learn about Joe's and Silvia's. Each hero is pretty weak at the onset of the game, but they soon learn numerous special abilities via the game's Tutorial system. Additionally, various power-ups can be purchased to make Joe and Silvia even more deadly fighting machines than they already are.

TIME CONTROL

The Viewtiful hero's most important powers are those that allow him/her to control the speed at which time progresses. Joe and Silvia are both capable of slowing time. Additionally, Joe can speed it up and Silvia can Replay it.

Slow

The Hero's main purpose for slowing down time is to combo multiple enemies into a graceful, but deadly, string of attacks that nets a large X-Bonus (more about this later). There are other reasons to slow down time, though. For starters, as long as the hero is in Slow VFX mode, they automatically dodge most incoming attacks. V-dodge drains a significant amount of the VFX Gauge, but it's better than being hit. Another use of the Slow VFX power is to solve puzzles and alter the natural physics of things, such as flying objects, volcanoes, and even bullets and missiles!



VIEWTIFUL JOE™ 2

SAFETY FILM

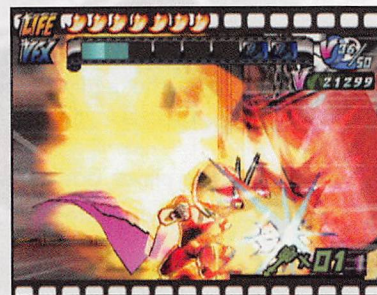


Mach Speed

Joe's unique ability is Mach Speed, which makes Joe speed up to the point where he is moving and attacking so fast that multiple mirages of him flash across the screen, pummeling everything in their path. Attacking while in Mach Speed is the only way to break open boxes and crates in the background. This isn't the only benefit to Mach Speed, however. Although it is used from time to time in the solving of puzzles, attacking an object in Mach Speed gradually leads to Joe being on fire. When on fire, Joe can sprint through flames, or cross lava without taking damage. Additionally, attacking enemies while on fire sets them aflame, and adds extra damage to each punch or kick Joe throws.

Replay

Silvia's unique time-altering ability is called Replay. Replay allows her to instantly record and playback an action three times. This makes it possible to activate switches that must be hit three times simultaneously. Also, certain crates must be hit with an electric charge generated by Silvia's Replay ability. Unfortunately, just as Silvia can triple the damage she dishes out to an enemy, pressing Replay while getting hit will triple the damage she incurs.



ZOOM IN...

Joe and Silvia may be the main stars of this action film, but they also have a say in what is done behind the camera. Zoom in on the action to encourage Joe and Silvia's special attacks that cause extra damage—especially when used simultaneously with Slow VFX.

...and Punch

For starters, Zooming in on Joe's hulking physique, or Silvia's sexy bod, terrifies many of the enemies that they encounter; they'll be too busy shaking in their boots to fight. As if that didn't make things easier enough for Joe, his most powerful attack comes from being zoomed in. Joe can deliver enormous damage to any baddie—especially boss characters—by performing numerous Slow punches while Zoomed in. Joe can punch straight through protective auras and break through enemy armor with this amazing attack.

Silvia also benefits from attacking while Zoomed in. Press the Punch button to have her perform a wicked shoulder slam that can be used to knock opponents clear out of the way. It's not as deadly as Joe's punches are, but it gets the job done.



...and Kick

Are there too many enemies closing in too fast to fight them one at a time? If so, it's time to use a spin-kick! Leap into the air, Zoom in, and start kicking (preferably with Slow VFX) to have either Joe or Silvia spin in circles while kicking enemies in all directions. The heroes can each use this special attack against multiple enemies, Harriers, boss characters, anything! It's also perfect for deflecting missiles back at foes!

...and Jump

The last of the hero's super-duper Zoom attacks transforms them into a rocket of sorts. By Zooming in before jumping, the hero will blast straight up into the air (or at an angle) and is encapsulated in a pink protective aura. This Zoom Drill technique is great for breaking through obstacles, as well as launching sneak attacks on airborne enemies that are hard to contain. Similarly, the hero can perform a Zoom Dive by leaping into the air and Zooming in during the descent. The Zoom Dive produces a powerful shockwave that can topple most nearby enemies to the ground. It can also be used to break through weakened structures that appear cracked.

V-TOUCH

Joe and Silvia can tag in and out of battle with the greatest of ease, and at any time you want them to do so. But they don't have to just tag. Depending on how many VFX Gauge Upgrades have been earned in the current Reel, Joe and Silvia can use V-Touch to much more effectively to their advantage in combat.

Level 1 V-Touch

Level 1 consists of a simple tag between Joe and Silvia. This requires having either 0 or 1 VFX Gauge Upgrade. Press the V-Touch button to change between Joe and Silvia. There is no benefit to holding the button, as it just delays the tag.

Level 2 V-Touch

Level 2 uses their combined Viewtiful-ness and by striking a pose together, they can shatter enemies all around them. Those with 2 or 3 VFX Gauge Upgrades can hold the V-Touch button until the icon moves across the gauge and indicates readiness. At that time, release the button and sit back and enjoy this two-person version of the Viewtiful/Sexy Forever. This is a good move for tough battles when there are enemies all around. It impacts a greater area than the solo versions of this ability.

Level 3 V-Touch

When it's time to bring out the big guns, you'll want to turn to the Level 3 V-Touch. Once 4 or 5 VFX Gauge Upgrades have been earned, Joe and Silvia can incorporate the Six Machine into their swapping. Hold the V-Touch button until the icon moving left-to-right in the VFX Gauge turns into a gun. Let the button go and watch as the hero entering the battle is fired out of a giant cannon, along with a huge blast of energy. Using this move while holding the Slow button can really dish out a good amount of damage, but it's time-consuming and leaves the hero currently in the battle extremely vulnerable. This is a move best used for boss battles, after the foe has been dazed or knocked down.

AIR JOE/SILVIA

Costs 2,000 Viewtifuls

The Air Joe/Silvia attack allows the hero to leap into the air and perform eight consecutive punches and kicks without falling back to the ground. This particular attack is useful against high-altitude enemies, such as those in the Gruen family and a couple others, but it is not as vital as the other special attacks in Joe's arsenal.

YAMA ARASHI

Costs 4,000 Viewtifuls

The Yama Arashi is a powerful throwing attack available solely for Joe. Press and hold the Kick button while near an enemy and stand back and watch as Joe throws him to the ground. This particular ability takes a few moments to pull off, so refrain from using it when low on VFX.

SLIDING

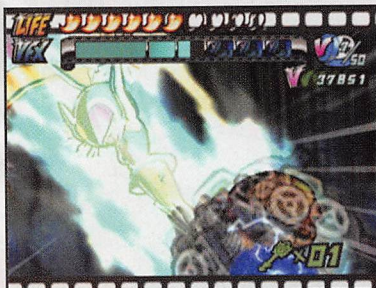
Costs 5,000 Viewtifuls.

Sliding allows the hero to skid across the ground and kick enemies that are beyond the range of the normal standing kick. The Sliding attack is invaluable for building large combos, as it allows the heroes to quickly land hits on enemies that may have been too far to get to before the VFX ran out.

REDHOT/COOLBLUE KICK

Costs 6,000 Viewtifuls

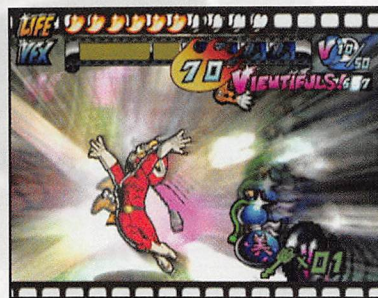
The Redhot/Coolblue Kick is a kicking attack that can be performed while coming down from a jump. By kicking downward at an angle, the hero covers large distances quickly and can add an extra enemy to a combo. When Zoom is used with this move, the hero begins to pulse with their respective element. Joe is enveloped with fire and becomes a spinning spear of flame and Silvia begins to pulse with electricity.



VIEWTIFUL/SEXY FOREVER

Costs 20,000 Viewtifuls

Undoubtedly, there are going to be times when the hero is surrounded by enemies and the V-dodge kicks in while trying to hold them at bay using Slow VFX. The Ukemi is for those times! Zooming in during V-dodge makes the hero strike a pose of such magnificence that their incredible screen presence shatters those around them. This may sound corny, but it is truly effective!



UKEMI

Costs 30,000 Viewtifuls

The Ukemi is an expensive purchase, and although it's not exactly an attack, it allows Joe and Silvia to regain some of the damage they may have suffered from being attacked. Most times when the hero is hit by an enemy, he or she will be knocked backwards onto the ground. By Zooming in at the moment before impact, the hero catches himself from falling, and then acrobatically flips back onto his feet. Of course timing is everything, and using Slow VFX to slow down the fall helps wonders!

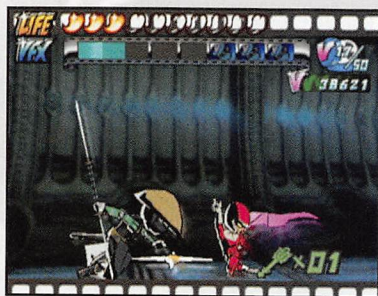


WEAPONS OF MINIMAL DESTRUCTION

Voomerang

Costs 1,500 Viewtifuls for 10 Voomerangs (Joe only).

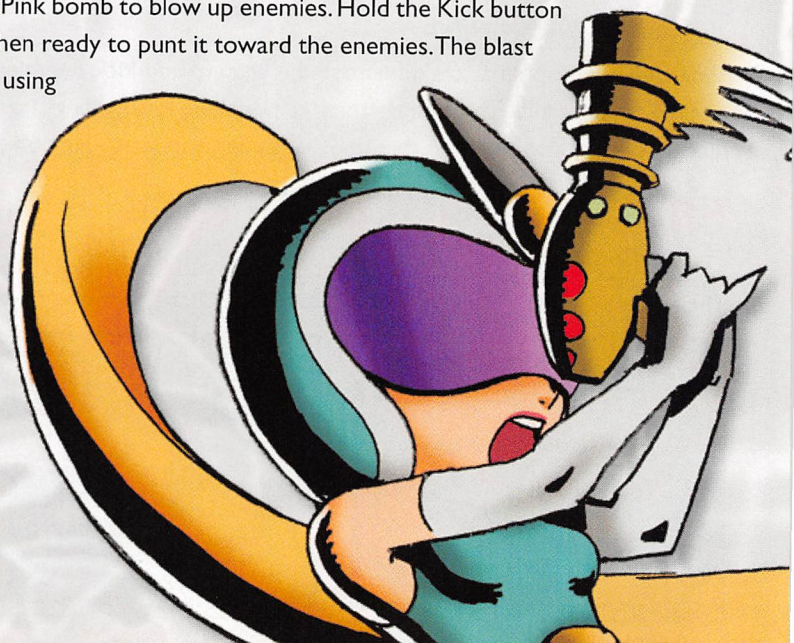
By holding down the Punch button, Joe can toss a Voomerang at his enemies. The Voomerang isn't especially damaging, but it can be used to knock enemies to the ground, which can be helpful when he's surrounded. Using the Voomerang together with Slow VFX compounds its effects and makes it a good tool in combat.



Shocking Pink

Costs 1,000 Viewtifuls for 10 Shocking Pink bombs (Silvia only).

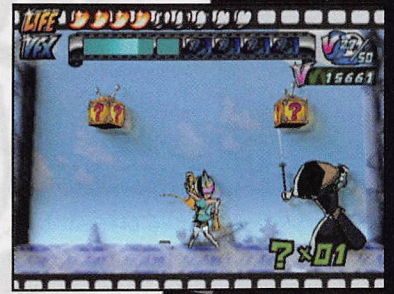
In addition to her guns and her kicks, Silvia can use a Shocking Pink bomb to blow up enemies. Hold the Kick button down to take out a Shocking Pink, then release the button when ready to punt it toward the enemies. The blast radius is pretty small, but the damage can be exaggerated by using Slow VFX.









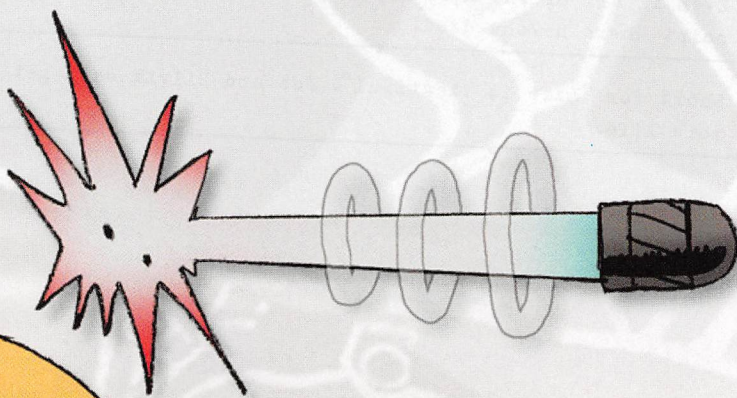
Items

IN THE GAME ENVIRONMENT

Joe and Silvia discover the following items during their time in Movie Land. Many of these goodies come in various sizes, so be sure to note the differences.



-  **Viewtifuls:** These coins with a purple emblazoned “V” on them translate into V-Points, and help build the hero’s total score. They come in three sizes, and are worth the following amounts (from smallest to biggest): 1, 10, and 100 V-Points.
-  **Film Canisters:** For every 50 Film Canisters that Joe and Silvia find, they get an extra bar added to the VFX Gauge. VFX is the special power that allows them to use their special abilities such as Slow and Replay. Film Canisters come in blue, yellow, and red and are worth 1, 5, and 10 Film Canisters, respectively.
-  **VFX Juice:** The key to being a superhero is a well-balanced diet, and that means drinking plenty of VFX Juice. Joe and Silvia find many small blue bottles of VFX Juice, which replenish a small amount of VFX, but the larger ones (albeit more rare) fill a larger portion of the VFX meter. The rarest bottles of all are the red ones, which not only fill the VFX meter completely, but also provide roughly 60 seconds of unlimited VFX.
-  **Cheeseburgers:** So much for that well-balanced diet! Our heroes’ favorite treats are Cheeseburgers, and it is through the frequent consumption of these greasy snacks that they regain lost Life. There are three meal sizes in Movie Land, and each has a different impact on the Life Gauge. A simple Cheeseburger restores one heart, a Cheeseburger & Soda restore three hearts, and a “Full Meal” consisting of a Cheeseburger, Soda, and Fries replenishes five hearts.
-  **L.I.V.:** These are the rarest items of all, and add one extra life to the total L.I.V. count. Finding an L.I.V. is cheaper than buying one at the store, and every single one of them helps Joe and Silvia stay on track to defeat the Gedow.
-  **Remote Control:** Defeated enemies occasionally yield this red controller as part of a combo. Grab one, and a series of orange lightning bolts temporarily shock nearby enemies. This often knocks an enemy or two to the ground, but don’t expect it to save the day in an overly nasty situation.



VIEWTIFUL JOE™ 2

SAFETY FILM

AT THE SHOP

Joe and Silvia have the opportunity to spend their hard-earned Viewtifuls during Intermissions and between Reels. The shop contains numerous power-ups and abilities, many of which cannot be found anywhere else! Be sure to pay attention to the power-up strategies provided throughout the walkthrough. An untimely purchase could prevent Joe and Silvia from earning the Viewtifuls they need later in the game, so spend those Viewtifuls wisely. The following table contains a listing of the items for sale at the shop:



Item	Price	Description
Shocking Pink	1,000	Produces bombs from out of thin air, and sends them flying with a kick! For Silvia only.
Voomerang	1,500	A smooth move that lets Joe use the V-Emblem like a boomerang.
Air Joe/Silvia	2,000	A beautiful flying punch-kick combo attack.
Yamarashi	4,000	An artful overarm throwing technique. For Joe only.
Sliding	5,000	Skid along the ground and kick. A slick move.
Redhot/Coolblue Kick	6,000	Kick downward through the air at a fiery angle.
Desperado (Level 1)	4,000	Gives Silvia a second gun for dual-wielding purposes. For Silvia only.
Desperado (Level 2)	10,000	Have up to six lock-on shafts to capture formidable foes. For Silvia only.
Desperado (Level 3)	10,000	Have up to eight lock-on shafts to capture formidable foes. For Silvia only.
Mach Speed (Level 2)	10,000	Up to four Joes appear and move at Mach Speed.
Mach Speed (Level 3)	20,000	Up to six Joes appear and move at Mach Speed.
Viewtiful Forever	20,000	Strike a pose that's just too cool, and damage all enemies on the screen; a killer technique.
Ukemi	30,000	When hit, react to the fall and reduce damage to a minimum.
VFX Turbo Charger	30,000	Double the rate of recovery of the VFX Gauge.
Life	varies	Life gauge goes up one.
Take Two	10,000	Even if all of the hero's lives are gone, restart from the point where he/she died.
L.I.V.	varies	Short for "Life is Viewtiful". Joe and Silvia each get one more life.

Scoring 101

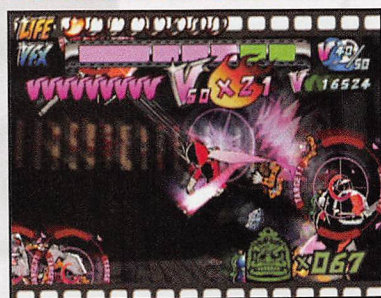
The “Scoring System” chapter details all there is to know about the requirements for each scene and episode ranking, along with their respective bonuses, but this is where to go for info on racking up high V-Point scores! There are essentially two types of combos in *Viewtiful Joe 2*: Viewtiful Combos, which yield V-Marks, and X-Bonuses.

VIEWTIFUL COMBOS



Whenever the hero is in his normal state and unable to alter the speed of time, he must rely on these lesser combos. Every time Joe or Silvia strikes an enemy, dodges an attack, or breaks open a box or crate, a purple “V” appears. These V-Marks begin to accumulate on the upper left-hand side of the screen. V-Marks can be accumulated throughout the duration of a fight, until the hero either walks away or is hit. Each V-Mark is worth 10 V-Points and is transferred to the point total once the combo is over. Viewtiful Combos help increase the point total, but not in a major way.

X-BONUSES



This is where the real points are. Once an enemy has been confused, press and hold the Slow button to begin an X-Bonus combo. Once the hero strikes the confused enemy, targeting reticules appear over all enemies and the hero is capable—so long as the Slow button is held—of knocking out each one of them with a single blow. For every hit during this time, the X-Bonus multiplier increases by one. Also, V-Marks are being awarded for every attack and continue to be awarded from the hit enemy until it has been destroyed.

Once the player releases the Slow button or runs out of VFX Juice (or enemies to hit) the V-Marks are tallied up and multiplied by the X-Bonus multiplier. By linking multiple enemies together into a single combo, Joe and Silvia can transform a Viewtiful Combo worth hundreds of V-Points into one worth thousands!

Scoring Big

Earning X-Bonuses worth 9,999 points or more is possible, but not by simply holding the Slow button down and punching and kicking every enemy in sight. You must be aware of each enemy’s location, the trajectory of their attacks, and how to earn the most V-Marks while working for a large X-Bonus!

Rack up the V-Points! The first step is to amass several V-Marks before initiating the combo. Resist the urge to switch to Slow VFX immediately after dodging the first attack. Enemies usually attack in groups, so take advantage of the Viewtiful Combo before pressing the Slow button. Dodge a few enemies and smack each of them around to earn a few V-Marks first. This way, there will be more points for the multipliers to impact!

Don't bump! Once the combo has been started, avoid knocking one enemy into another. Enemies often line up front to back, so be sure to uppercut the lead enemy into the air so that Joe/Silvia can get to the ones behind him. Remember, the hero must actually hit the enemy to increase the multiplier. Study the trajectory of each attack, and use the right one for the situation—the goal is to hit each enemy cleanly.

Collect VFX! The hero can continue the combo by gathering the bottles of VFX Juice that fallen foes yield. Be sure to collect them throughout the battle to keep the combo going for as long as possible.

Use your environment! Many of the enemies on Adult Mode (not to mention V-Rated and Ultra V-Rated) require multiple hits in order to be destroyed. Avoid knocking these enemies high into the air or punching them across the room. Instead, punch or kick them into a nearby wall or an overhead platform. This keeps them nearby, and makes it easier for Joe to land extra hits before the VFX Gauge runs dry.

SAFETY FILM

VIEWTIFUL JOE™ 2

SAFETY FILM

SCORING SYSTEM

Viewtiful Joe 2 consists of 7 Reels, each of which is composed of three or four Acts. Each Act contains up to 7 scenes and can call for battles against other cast members, puzzle solving, or races to complete a timed event. During each of these scenes, the heroes' performance is evaluated on three separate categories: V-Points, Defense, and Time. Each scene has strict grading guidelines that dictate Joe and Silvia's rank and resulting bonuses.

Ob-Scenely Viewtiful

V-POINTS

Joe and Silvia are awarded V-Points for every bit of destruction they cause during a scene, whether it's punching a Flaty, busting a guillotine, or smashing open a crate. These V-Points aren't only necessary for purchasing valuable power-ups and extra lives, but also help the duo earn higher rankings, which in turn, garner them with more V-Points. It's not enough to complete a scene; a true hero will strive to earn the Viewtiful ranking. The only way to do that is to use the tactics outlined in the "Hero's Basics" chapter.

V-Point Ranking System

Rank	% of V-Point Requirement
Viewtiful!	100%
Awesome!	80-99%
Baaad!	60-79%
Crappy!	40-59%
D'oh!	0-39%

Defense Ranking System

Rank	No. of Times Hero Takes Damage	No. of Times Hero Died
Viewtiful!	0	0
Awesome!	1-2	0
Baaad!	3-5	1-2
Crappy!	6-10	3-5
D'oh!	>11	>6

DEFENSE

Defense is a measure of the hero's ability to complete a scene without suffering any damage. This not only means escaping enemy attacks, but also managing to survive pools of lava, icicles, and numerous booby traps, as well. Heroes who avoid injury not only reduce the need to purchase additional L.I.V.'s and Life, but they are rewarded for their expertise as well.

In contrast, it is impossible to earn a Viewtiful ranking in the category of Defense if the hero is hit even one time. Furthermore, dying is a big no-no. Deaths not only vaporize a hero's chance for end-of-scene ranking, but they carry over to diminish the Defense rank even when you finally do complete the scene on a subsequent life.

V-Point Ranking System

Rank	% of Time Requirement
Viewtiful!	<100%
Awesome!	101-120%
Baaad!	121-140%
Crappy!	141-160%
D'oh!	>161%

TIME

The third element in earning a Viewtiful rank is Time. Time is money in Movie Land, and Joe and Silvia are on the clock from the moment the scene begins to the moment one of them completes the objective. Each scene must be completed in a timely manner to earn high marks.

Scene Bonuses

Joe receives additional points at the conclusion of each scene, depending on his performance. In addition to the bonus associated with the scene rank, Joe can get a special "No Damage" bonus for completing the scene without suffering any loss of health, whether it be from an enemy or the environment. These bonuses vary throughout the game but range from a few dozen points for a low ranking early in the game to several thousand points for a good ranking later in the game.



Ranking Requirements

The following tables show the V-Point and time requirements for each and every scene that Joe and Silvia will encounter throughout the 7 Reels. Note that the requirements vary between difficulty settings. Defense ratings are based solely on the table shown earlier and do not differ from scene to scene. The numbers in these tables represent the necessary V-Point and Time (seconds) requirements to earn a Viewtiful ranking.

REEL I:

TEN-MILLION YEARS B.C.

Act 1

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	170/10	190/15	20/100	20/100
2	100/10	100/10	70/40	70/40
3	300/50	450/60	450/60	450/60
4	150/25	150/20	170/20	170/20

Act 2

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	150/20	250/20	180/30	180/30
2	10/20	10/15	10/10	10/10
3	350/25	400/20	400/30	400/30
4	300/60	500/60	500/70	500/70
5	400/70	500/60	600/90	600/90
6	120/35	150/35	350/40	350/40
7	400/80	450/70	700/100	700/100

Act 3

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	1500/70	2000/80	2500/70	2500/70
2	400/70	500/60	1000/70	1000/70
3	600/55	700/50	1200/100	1200/100
4	300/100	300/80	300/60	300/60

Act 4

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	200/100	300/200	500/200	500/200

REEL 2:

VIEWTIFUL HEROES, AND THE STATUE OF DOOM

Act I

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	800/80	1000/70	2000/100	2000/100
2	800/80	900/70	1000/80	1000/80
3	10/40	10/30	10/20	10/20
4	500/30	500/25	500/20	500/20
5	500/50	700/50	900/70	900/70
6	500/50	500/40	500/30	500/30
7	1000/80	1400/80	2000/140	2000/140

Act 2

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	80/70	80/60	80/130	80/130

Act 3

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	300/70	300/60	1000/100	1000/100
2	1000/50	1000/40	1200/100	1200/100
3	10/30	10/30	10/30	10/30
4	500/40	600/40	1000/65	1000/65

Act 4

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	70/150	200/250	200/350	200/350

REEL 3:

MEMOIR OF AN INVINCIBLE MONSTER

Act I

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	200/50	200/40	700/70	700/70
2	1500/80	1500/70	1600/65	1600/65
3	1000/120	1200/100	1700/150	1700/150
4	700/70	800/70	700/80	700/80
5	400/60	550/60	1000/80	1000/80
6	500/60	500/50	700/70	700/70
7	100/80	100/70	100/110	100/110

Act 2

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	2000/160	2000/140	2600/230	2600/230
2	800/50	900/50	1100/110	1100/110
3	800/100	900/100	800/150	800/150
4	100/80	100/70	200/150	200/150

Act 3

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	100/200	100/200	100/250	100/250

FILM

VIEWTIFUL JOE™ 2

SAFETY FILM

REEL 4:

THUNDER BOY LIVES TWICE

Act 1

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	1700/70	1800/60	1300/50	1300/50
2	1000/100	1200/80	900/90	900/90
3	10/60	10/50	10/50	10/50
4	100/80	200/80	300/60	300/60
5	300/90	300/80	300/80	300/80

Act 2

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	900/60	1000/60	1500/900	1500/90
2	4000/400	4000/300	9000/320	9000/320
3	200/30	200/30	900/30	900/30
4	500/40	700/40	900/50	900/50
5	30000/200	30000/200	9500/200	9500/200
Bonus	20000/200	10000/200	30000/130	30000/130

Act 3

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	400/400	500/400	600/350	600/350

REEL 5:**ICE EDGE****Act 1**

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	600/45	600/40	900/60	900/60
2	500/80	600/80	500/70	500/70
3	1000/130	1000/120	1400/160	1400/160
4	500/60	500/50	700/70	700/70
5	1000/60	900/80	1400/120	1400/120
6	2000/30	2000/250	2500/300	2500/300
7	50/200	70/300	290/300	290/300

Act 2

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	1000/550	1500/550	1500/600	1500/600

Act 3

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	1000/50	800/50	1600/80	1600/80
2	3000/70	3000/80	4500/80	4500/80
3	10/25	10/20	10/15	10/15
4	1000/30	800/50	1400/50	1400/50
5	1000/80	800/80	3000/140	3000/140
6	400/30	600/40	1000/60	1000/60

Act 4

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	500/200	1000/300	1000/500	1000/500

REEL 6:

DO ANDROIDS DREAM OF ROMANTIC SCENE?

Act 1

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	400/200	500/250	600/300	600/300

Act 2

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	200/150	200/250	300/300	300/300

Act 3

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	10/60	10/50	10/40	10/40

Act 4

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	400/300	500/300	600/400	600/400

Act 5

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	600/400	800/500	800/600	800/600

Act 6

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	200/300	300/400	400/350	400/350

STARSHIP VIEWTIES

Act 1

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	3000/150	2800/250	4000/280	4000/280
2	200/60	250/60	300/60	300/60
3	2000/120	1700/150	2000/170	2000/170
4	10/80	10/70	10/60	10/60
5	2500/170	2500/200	3000/250	3000/250
6	800/100	800/150	1500/150	1500/150

Act 2

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	3000/200	3500/250	4000/300	4000/300
2	2000/300	3000/350	3000/400	3000/400

Act 3

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	500/150	500/250	500/150	500/150
2	5000/300	5000/350	5000/400	5000/400

Act 4

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	100/500	100/500	100/400	100/400

Act 5

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	100/600	100/600	100/500	100/500

ACT & REEL BONUSES

Heroes don't just earn bonus points at the conclusion of each scene, but also at the end of each Act and Reel. Although the Reel bonus is independent of the hero's ranking, they are given a final Reel rank based on the average of their Act ranks. Each Act rank is calculated based on an average performance for each scene. Each ranking is given a point value, and then an average is calculated to determine the overall grade for the Reel. Consult the following tables to see how this is done.

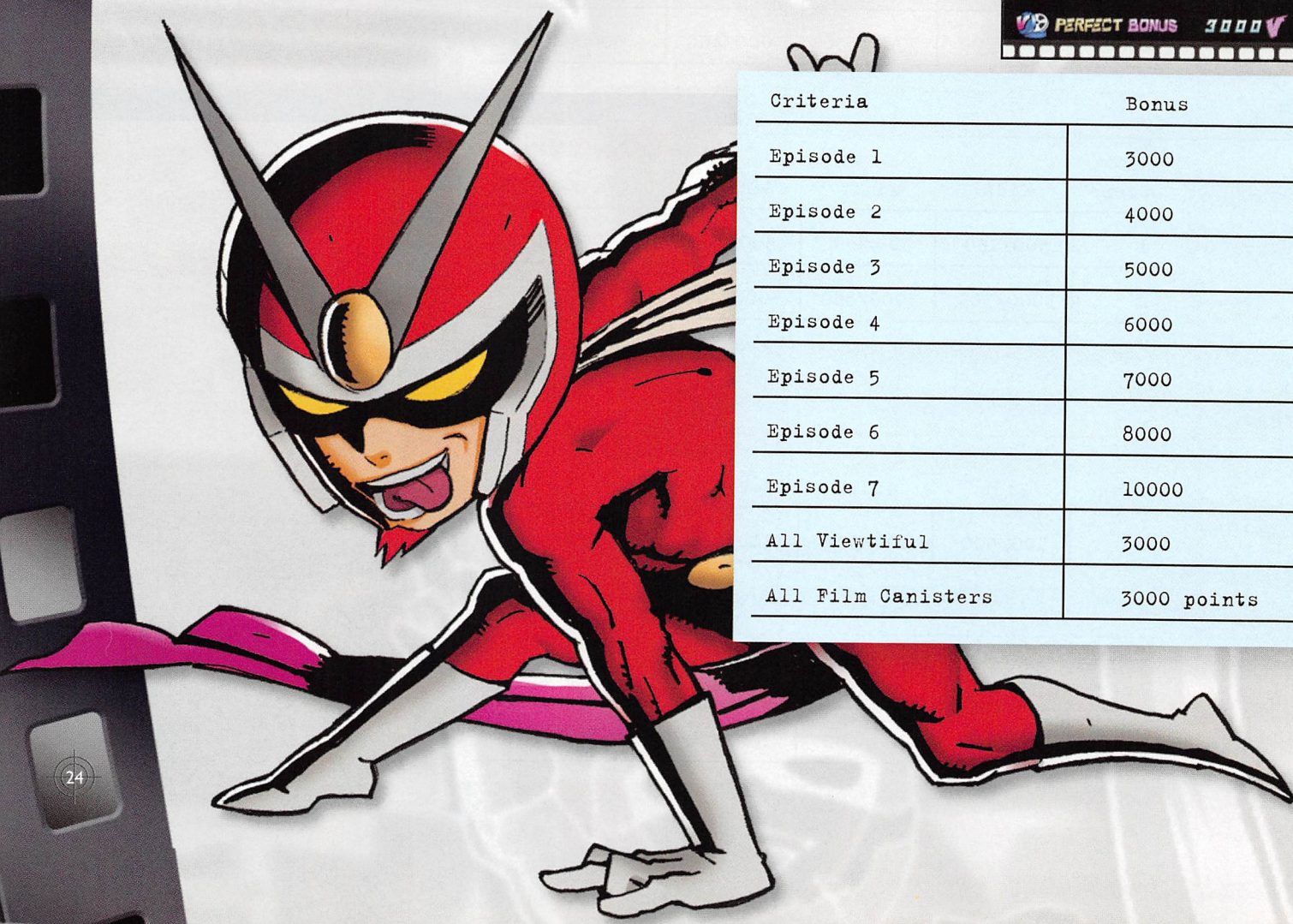
Rank	Point Value
Viewtiful!	0
Awesome!	1
Baaad!	2
Crappy!	3
D'oh!	4

Point Average	Episode Ranking
0.00-0.00	Rainbow Viewtiful!
0.01-0.49	Viewtiful!
0.50-1.49	Awesome!
1.50-2.49	Baaad!
2.50-3.49	Crappy!
3.50-4.00	D'oh!

The Reel rankings don't necessarily impact the bonus awarded at the end of each Reel, but the final end-of-game screen reports each of these grades—earning all Viewtiful rankings means hefty bragging rights! Nevertheless, finding all of the Film Canisters and getting Viewtiful rankings for each and every scene does net the duo some extra points. The following table shows how large of a bonus they can expect at the conclusion of each Reel. This information is great for planning shopping sprees!



Criteria	Bonus
Episode 1	3000
Episode 2	4000
Episode 3	5000
Episode 4	6000
Episode 5	7000
Episode 6	8000
Episode 7	10000
All Viewtiful	3000
All Film Canisters	3000 points



THE VILLAIN'S CORNER

No action movie would be worth the price of admission if it didn't have a bevy of interesting villains to cheer against. The directors behind the seven films that Joe and Silvia will star in know this all too well. Throughout the course of *Viewtiful Joe 2*, the heroes can expect to encounter dozens of enemies ranging from tiny robots to large skilled samurai. The following pages introduce the many enemy types and provide tips on how to use them in a combo.



COMBO TIME

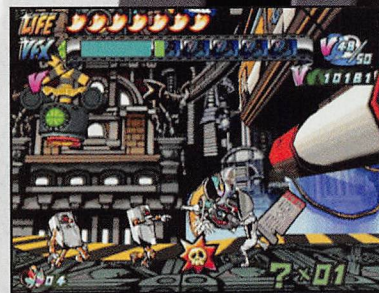
Many of the enemies in *Viewtiful Joe* can be left dazed and confused, then subsequently used to initiate a combo for an X-Bonus. In addition to the enemy descriptions, be sure to note the ways in which each baddie can be incorporated into a combo—some enemies are great for starting a combo, whereas others are perfect for finishing one. All combo tips and tactics provided in this chapter are for the Adult difficulty setting.

FLAT M3

How to Combo: The Flat M3 becomes confused after just one attack has been dodged. Enter Slow mode and hit a dazed Flat M3 to initiate the combo.

Combo Hits: 1

The Flat M3 is the lowest form of enemy that Joe will encounter and they generally resemble a box with a couple of legs and arms stitched on. They are tiny, they are weak, and they are slow. In fact, they can barely withstand a normal punch without crumbling.



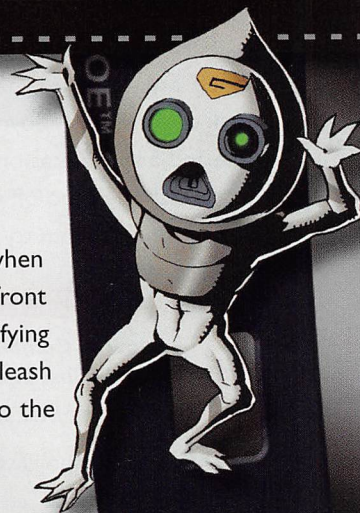
THE FLATY FAMILY

FLATY

How to Combo: The Flaty becomes confused after just one of their attacks has been dodged. Enter Slow mode and hit a dazed Flaty to initiate the combo. The Flaty is the easiest enemy to start a combo with.

Combo Hits: 1

The Flaty is the most common enemy that Joe and Silvia encounter, and is not much of a threat except when our hero is surrounded by them. Flaties commonly attack in groups of two or more, and try to attack from front and rear simultaneously. Their limited pair of attacks (either a punch or kick) can be easily dodged by identifying the target location (the red skull) and ducking or hopping appropriately. Of course, if two happen to unleash simultaneous high and low attacks, things can get a bit tougher. In these situations, it's best to leap high into the air and try to separate them.



FLATY BARUBARO

How to Combo: The Flaty Barubaro can be used to initiate a combo the same way as a regular Flaty.

Combo Hits: 1

These inhabitants of the jungle wear large masks over their faces to intimidate their foes, but there's no need for Joe and Silvia to worry. These cousins of the Flaty are just as meek as their unmasked brethren. Punch them in the face to get their attention and then dodge their counterattack. Some Flaty Barubaros may attack by lobbing skulls or boomerangs at Joe and Silvia. Rush forward and punch them to force them to drop their weapons.

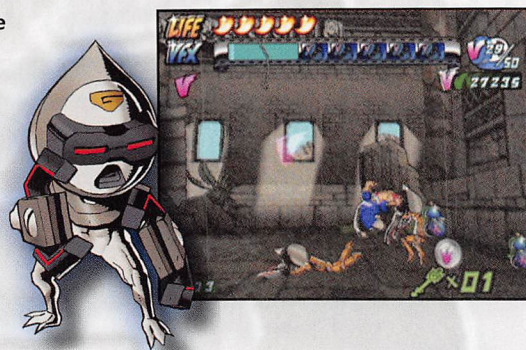


FLATY CLAW

How to Combo: The Flaty Claw can be used to start a combo in the same manner as a regular Flaty, but you'll first have to punch him to get him to drop his claws and fight back.

Combo Hits: 1

The Flaty Claw looks just like a regular Flaty, but it has large metal claws on its hands. It will fire these claws at Joe and Silvia in hopes of trapping them in place. The Flaty Claw has one other trick its sleeve. Watch for it to dive at the hero's feet. It actually slides on its belly towards the hero in hopes of grabbing his ankles and holding him while others attack.



FLATY POLICO

How to Combo: The Flaty Polico can be used to start a combo just like the normal Flaty.

Combo Hits: 1

The Flaty Polico are armed with riot gear and can be difficult to lure into battle from a distance. Seek out those with guns and rush toward them. They are unlikely to attack with a weapon at close-range and will likely take a swing. Those with the large shields need a bit more coaxing. Although they will eventually attack, waiting for them to do so could jeopardize your chances for a Viewtiful rank. Fortunately, a single punch or kick to the shield is all it takes to get them to fight back. Dodge their attack and start a combo.

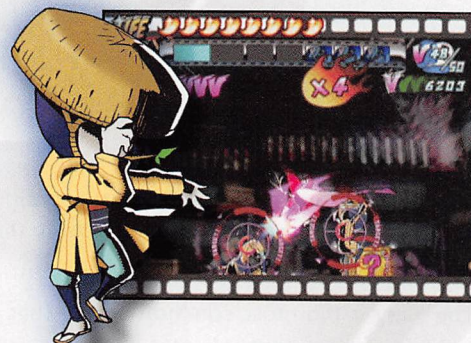


FLATY GOYO

How to Combo: The Flaty Goyo can be used to start a combo just like the normal Flaty.

Combo Hits: 2

The Flaty Goyo are very similar to the Flaty Polico with the one difference being the lack of guns. Flaty Goyo often carry large shields and many will toss small weapons at Joe and Silvia. Occasionally the Flaty Goyo unleashes a surprise roundhouse kick that can catch the hero off guard, but this is somewhat rare. Move towards the Flaty Goyo to get one of them to attack. Quickly dodge the attack and start the combo.

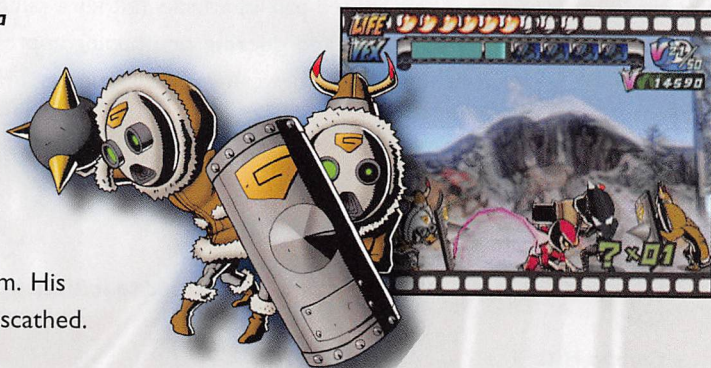


FLATY ESKIMO

How to Combo: The Flaty Eskimo can be used to start a combo just like the normal Flaty.

Combo Hits: 2

The Flaty Eskimo is strikingly similar to the other specialized Flaties. Several of them can be expected to carry shields, while others will possess a throwable weapon. Flaty Eskimos sometimes play with Molotov Cocktails—likely to keep warm with—so consider using Joe when dealing with them. His Mach Speed attacks will help see him through the flames unscathed.



FLATY SUBMARINER

How to Combo: Joe and Silvia only encounter the Flaty Submariner while cruising underwater in the Six Machine and cannot hit them into a combo at that time.

Combo Hits: N/A

Flaty Submariners hover aboard underwater propulsion tanks as if they were surfboards. The heroes encounter these weapons-toting baddies while riding in the Six Machine, and they should immediately blow them right off their boards. Although the Flaty Submariners fire torpedoes, Joe and Silvia will be safe from danger as long as they remain in a bomb-dropping position above them.



GO, GO, GRUEN

GRUEN ROTOR

How to Combo: Once on the ground, the Gruen Rotor behaves exactly like a Flaty, and can be used to start a combo after dodging one attack.

Combo Hits: 1

The Gruen Rotor is an airborne member of the opposition that relies on a backpack helicopter to stay up off the ground. It's important to slow down the motion of their rotors as soon as they appear in order to ground them. Although they return to the air if given the chance, once on the ground, the Gruen Rotor fights just like a Flaty and can be easily dismissed. If they remain in the air for a considerable amount of time, they begin to drop large green bombs. These explosives can be avoided by standing in the gaps between them, but it is best to never allow them to start falling in the first place.

GRUEN AIR

How to Combo: The Gruen Air can be used to initiate a combo once it has been grounded. Dodge its attack, then press the Slow to start the combo in slow-mo.

Combo Hits: 1

Gruen Airs are the new addition to the Gruen family. These particular enemies hover off the ground by pumping air into a large balloon. The catch is that their balloon has a slow leak. Joe can alter the rate at which the air escapes the balloon by using Slow and Mach Speed. Using Slow keeps the air in the balloon longer and enables the balloon to float higher. Conversely, using Mach Speed will make the balloon go flat and cause the Gruen to crash to the ground. Once on the ground, this particular Gruen is just like the others. Set 'em up and knock 'em down!

GRUEN JET

How to Combo: The Gruen Jet can be used to initiate a combo once it has been grounded. Dodge its attack, then press the Slow to start the combo in slow-mo.

Combo Hits: 1

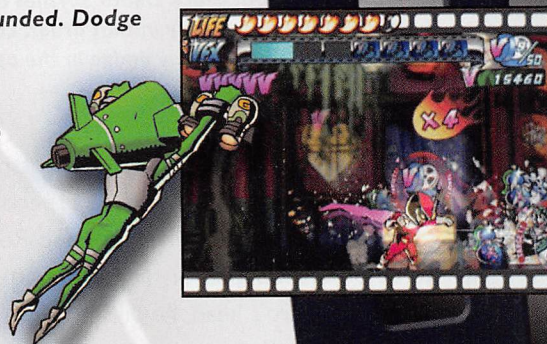
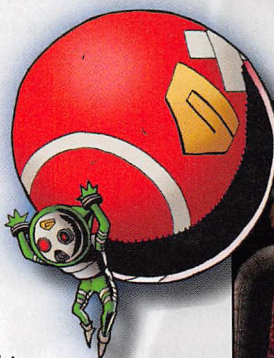
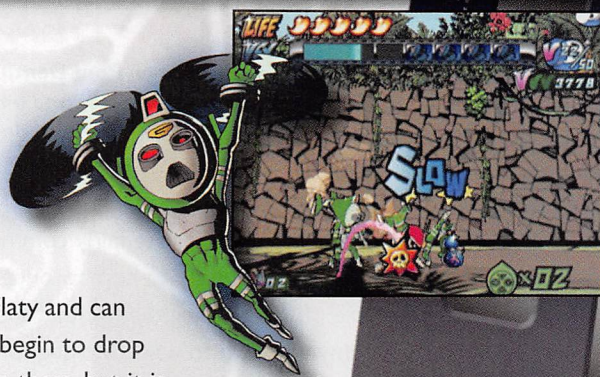
Gruen Jets are similar to Gruen Rotors, but they have a rocket pack on their back to keep them airborne. They are much harder to bring out of the skies by just enacting Joe's slow-mo powers, so it is typically best to leap into the air and punch or kick them out of the air. Their other difference is that they fire homing missiles at Joe, and often fly into the foreground where they are virtually untouchable. The best bet for Joe, once the missiles start flying, is to leap into the air, Zoom in, and start spin kicking while using the VFX powers to keep things moving slow. This knocks the missiles back at the Gruen Jets as the slow-mo effects exaggerate the explosions.

GRUEN SNORKELER

How to Combo: Joe and Silvia only encounter the Gruen Snorkeler while cruising underwater in the Six Machine and cannot hit them into a combo at that time.

Combo Hits: N/A

The Gruen Snorkeler uses its webbed flippers to walk across the ocean's surface and drop explosives down into the water below. Joe and Silvia may not see the Gruen Snorkeler from their undersea versions of the Six Machine, but they will certainly feel the effects of the bombs raining down around them. Use Joe's Six Dolphin to rise to the surface and either blast the Gruen Snorkelers back to land with Slow torpedo blasts or Zoom in and spin the ship right into them.



SWORDSMAN CLAN

ROSSO-ROJO DEATH SCYTHER

How to Combo: Rosso-Rajo Death Scythes attack with two quick attacks—one high, one low and not necessarily in that order. Look for the skull icon to appear and dodge the attack. Immediately dodge in the opposite direction to avoid the follow-up attack.

Combo Hits: 2

Rosso-Rajo Death Scythes are fairly common enemies and, despite their imposing appearance, are very easy to combo once you get the timing down. One thing to be aware of when facing them is that they are very quick. They should always be the enemy you turn to when looking to start a new combo as they can be hit twice.



ROSSO-ROJO DOUBLE SWORD

How to Combo: The most efficient way to combo the Rosso-Rajo Double Sword is to dodge their sword slash, then immediately press the Slow button and punch or kick them to start the combo. The window of opportunity is very small, so the hero must act quickly.

Combo Hits: 3

Rosso-Rajo Double Swords are skilled swordsmen who wield a double-bladed staff. They also have a surprising toughness that helps keep them in the fight when other enemies would have already been beaten. Not only do the Rosso-Rajo Double Swords attack swiftly with their twirling weapons, but they also do not become confused by the hero's evasive techniques. Joe and Silvia can combo Rosso-Rajo Double Swords by either punching or kicking them into submission, or by quickly counterattacking after dodging one of their sword strikes.



BLACK DEATH SCYTHER

How to Combo: Black Death Scythes attack with two quick attacks—one high, one low and not necessarily in that order. Look for the skull icon to appear and dodge the attack. Immediately dodge in the opposite direction to avoid the follow-up attack.

Combo Hits: 3

Black Death Scythes are similar to Rosso-Rajo Death Scythes, but they are a bit tougher to destroy and they have a special attack up their sleeve. They can be used to initiate a combo just like the Rosso-Rajo Death Scythes, but Joe and Silvia have to be on the lookout for their other attack. Should a lone skull icon appear a bit above the hero's head, he or she must get close to the Black Double Sword and stay in a crouched position until the attack has passed. The Black Death Scythe will swing its weapon in a 360-degree vertical swing and the only safe place is crouched at its feet.



BLACK DOUBLE SWORD

How to Combo: The most efficient way to combo the Black Double Sword is to dodge their sword slash, then immediately press the Slow button and punch or kick them to start the combo. The window of opportunity is very small, so the hero must act quickly.

Combo Hits: 4

Black Double Swords are just like the Rosso-Rajo Double Swords, only stronger and slightly more aggressive. They are skilled swordsmen who wield a double-bladed staff that they continuously twirl at great speed. Joe and Silvia can combo Black Double Swords by either punching or kicking them into submission, or by quickly counterattacking after dodging one of their sword strikes.



THE NINJAI

NINJAI

How to Combo: The hero must dodge four lightning quick attacks in order to confuse the Ninjai. Once confused, they can be used to initiate a combo.

Combo Hits: 3

The Ninjai is in abundance in Movie Land, and is capable of unleashing a series of quick attacks that can be difficult to dodge—they're nearly impossible to avoid when surrounded by two Ninjai who attack together. The key to efficiently defeating the Ninjai is to either initiate a combo with a lesser enemy, or to isolate a Ninjai and dodge his four attacks in quick succession to confuse him. There are four patterns of attack to watch for, and they can be identified after the first two attacks.

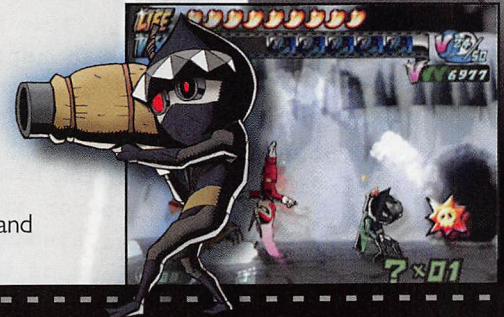
1. High, Low, High, Low
2. Low, High, Low, High
3. Low, Low, High, Low
4. High, High, Low, High

NINJAI WITH WEAPONS

How to Combo: Move in close enough so that they drop their weapon, then dodge their four attacks to confuse them.

Combo Hits: 3

Many members of the Ninjai clan come to battle with weapons at their side. Some fire shotguns, others toss Molotov Cocktails, and others even fire mortars! The key to defeating each of these enemies is to get in their face and punch them. There's not one among them who can tolerate a direct challenge like that. Joe and Silvia can use this tactic to force them to put down their weapons and fight with their fists and feet.



MISCELLANEOUS MISCREANTS

SPACE GUNMAN "BLAU TOPO"

How to Combo: Despite its name, the Space Gunman "Blau Topo" will eventually fire a bullet. Punch the bullet back at it (using Slow VFX) and rush in and punch it.

Combo Hits: Varies

The Space Gunman "Blau Topo" is a troubling enemy as it fires two laser beams into the sky and draws them downward in a sweeping arc. The lasers are very hard to avoid so be ready to use V-Dodge. As for combating these enemies, it's usually best to destroy them as soon as they appear. Rush forward, Zoom in, and attack with punches or kicks, or stand back and use Silvia's guns to take them out.

INFIR, INFER, AND ENFER

How to Combo: The Infir, Infer, and Enfer can be beaten into a combo with Slow, Zoomed in punches, but it is hardly an efficient way of battling them. It is possible to dodge their attacks and start a combo with them that way, but they often disappear before Joe or Silvia can make good on it.

Combo Hits: 3

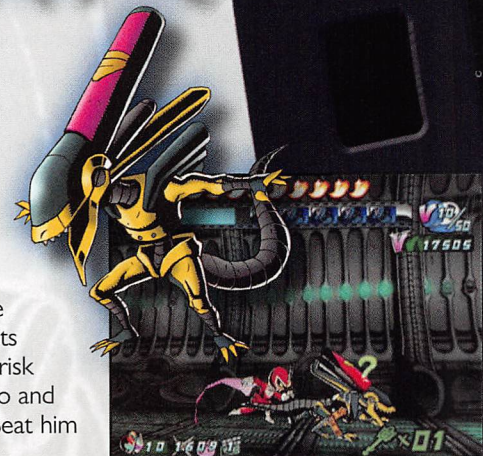
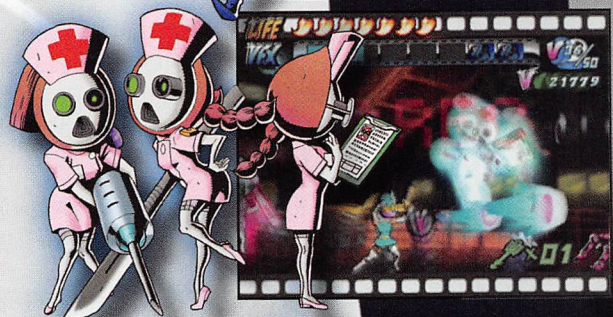
Infir, Infer, and Enfers almost always attack in groups and will often lob a volleyball back and forth at the start of battle. Seek out the lone one and Zoom in and Slow punch her as the volleyball lands in her hands. This will often lead to a combo opportunity, but the others will quickly disappear before you can combo them. Instead, watch for their clipboards to be tossed into the air and jump up and destroy them. This makes them more susceptible to damage. But it also forces them to use their weapons. One wields a scalpel and will attack with three alternating swings. Another has a large syringe and attacks with a single jab.

GELBIEN

How to Combo: Start a combo with another enemy and continue holding the Slow button down to use the Gelbien towards the X-Bonus.

Combo Hits: 3

The Gelbien is as challenging as it is rare. Its main attack method has it spinning in circles like a buzzsaw and then lunging forward towards the hero at eye level. Crouch to let it fly by overhead. This will cause the Gelbien to become confused and give Joe and Silvia a chance to run up behind it and attack. The Gelbien does have other methods of attacking, however. For starters, it will occasionally rise up on its hind legs and try to grab the hero with its lengthy mechanical tongue. Double-jump out of the way, or risk being crushed in its grasp. Lastly, it will occasionally spawn tiny insect-bombs that will stick to the hero and self-destruct. Fortunately, the Gelbien doesn't use this attack unless the battle goes on for a while. Beat him quickly or face the insect-bombs!



FILMOGRAPHY



Ten Million Years B.C.

When we last left our hero, Joe had set things right in Movie Land and defeated the forces of the Jadow. Captain Blue and his daughter Silvia were reunited, and the trio was set to enjoy a richly deserved happy ending. But as Silvia had alluded to, the planet would be in need of their assistance two more times: welcome to the sequel!

As fate would have it, Joe and Silvia's time for relaxation has come to a speedy end. A mysterious force calling himself the Black Emperor has transformed Captain Blue into a Rainbow Oscar. The Black Emperor is intent on capturing the seven Rainbow Oscars—the embodiment of the happy ending—and stealing them away. Without happy endings heroes the likes of Joe and Silvia will be run out of Movie Land and forced to live on the fringe of the film industry.

The time has come for Joe to return to battle, and this time he's not alone. Armed with her own V-Watch, Silvia is prepared to stand by her man and do her part to take on the forces of evil in hopes of saving her father. An enormous UFO has transported the daring duo to a far off place and time. The stage is set; it's time for the battle to begin.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	1	Battle	Flaty x3	190/15

Joe and Silvia land in an area more closely resembling a jungle than the busy city streets where they were abducted from moments ago. A hostile creature rushes forward to greet them and Tutorial 01 kicks into gear. Follow the on-screen directions to learn the fundamentals of punching, kicking, dodging, and using V-Touch. Joe and Silvia are comparable in power and abilities, but each has their own unique fighting style. Use V-Touch to switch between them, experiment, and to take advantage of mismatches with the enemy.

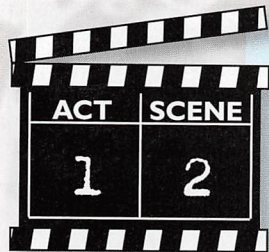
Grab the Film Canisters while leaping onto the giant leaf to cross the spiked pit. The orange crate floating above the leaf contains a Cheeseburger; break it open with a punch or kick.

250 CANISTERS OF FILM ON THE WALL

Scattered throughout each Reel are a total of 250 Film Canisters. Be sure to grab as many as possible, since the VFX Gauge increases in size for every 50 Film Canisters collected. Blue ones are worth 1 Film Canister, yellow ones are worth 5 Film Canisters, and red ones are worth 10 Film Canisters. A special point bonus will be awarded at the end of the Reel to those who manage to find all 250 Film Canisters.

Three Flatys launch an attack up ahead. Move in between them and wait for them to telegraph their attack. Dodge the attack to confuse the enemy and unleash a barrage of punches and kicks. Try to get at least two of the foes confused simultaneously, then attack fast to rack up as many V-Marks as possible. Joe and Silvia are currently without their Viewtiful powers so an X-Bonus is out of the question, but a Viewtiful Ranking is not.





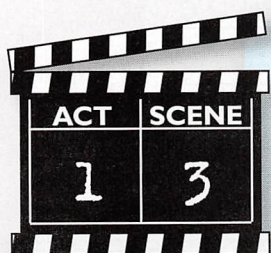
Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	2	Battle	Flaty Barubaro x2	100/10

Explore the swampy area up ahead en route to the next scene. Collect the Film Canisters and snack on the Cheeseburger in the orange crate if needed. Beware the Oct, as it will latch onto your hero and dish out some damage. Jump off the large pink crate to acquire the four Film Canisters hovering high above before breaking it open. Continue on to the right to get the next scene underway.



Two Flaty Barubaros attack at the base of the waterfall. Leap off the cliff, grab the Film Canisters, and get alongside the bone-tossing baddie. He won't toss the bones if he's face-to-face with your hero, so dodge his punch or kick and smack him a couple times to start earning the V-Marks. Rush over to the enemy with the shield and punch him. He'll immediately counterattack so be ready to dodge in an instant. Finish the two of them off as quickly as possible.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	3	Puzzle	Cross the valley.	450/60

A tank will drop down from the cliffs above and Joe and Silvia will be whisked away to a safer place to learn the lessons of Tutorial 02. Faced with their impending harm, Joe and Silvia recite the words of their power just in time to avoid the incoming artillery shell. Follow the on-screen instructions to learn how to V-Dodge, use Slow VFX, and how to dish out Slow punches and kicks for additional damage.

The tank will be destroyed as a casualty of the tutorial, but several of the Flatys live to fight on. Dodge one of their attacks and hold down the Slow VFX button to line them up for a combo. Each enemy hit during one continuous use of Slow VFX, provided one has been confused first, will be part of a combo and increases the X-Bonus. Chaining as many enemies together in a single combo is the key to racking up large V-Point totals! Collect all of the Film Canisters from the area to earn the first of five VFX Gauge upgrades for this Reel and continue on.

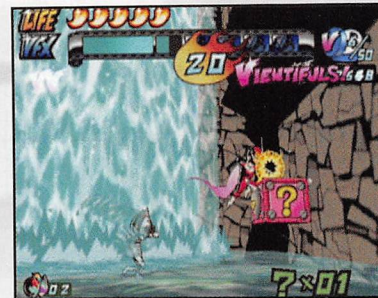
The hero soon comes to a large wall of logs acting as a dam to hold back a river. Use the Slow VFX powers to alter the speed of time and to allow the water to pile up and overflow the dam. The logs collapse and the water cascades over the cliff, taking a series of logs with it. To complete the scene, the hero needs to simply jump from log-to-log to cross the valley to the cliff on the far side. Completing this simple jumping challenge will not earn a Viewtiful ranking by itself.



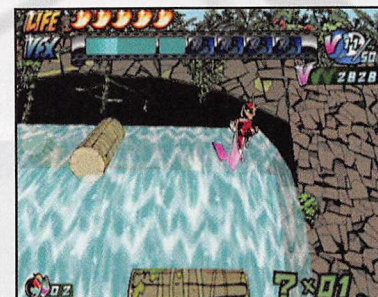
THE V-WATCH SPEAKS!

Okay, so the V-Watch doesn't actually *speak* to you, but it does start to buzz and chime when its time-altering abilities are needed. Keep an eye and an ear out for the V-Watch's crazy antics and you just might stumble on a solution to a puzzle.

Jump off the cliff, to the base of the waterfall, and lead the enemies towards the large pink crate on the right. Dodge one of their attacks, turn and break the pink crate, and use the Slow VFX powers to start the combo. It's important to break open the crate, collect the Viewtifuls inside, and quickly combo the enemies together to make maximum use of the X-Bonus multiplier.



Collect the Film Canisters above the pink crate, then climb the cliff on the left via the leaves. Jump across the falling logs to reach the far side of the valley and run past the orange crate to end the scene.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	4	Battle	Gruen Rotor x2	150/20

Use the Slow VFX powers to combo the enemies atop the cliff and gather up the Film Canisters en route to the right. The Slow VFX power can be used to slow down the platform's propeller and bring it closer to the ground. Hop onto the flying platform and ride it up to the next ledge.



Two enemies with personal helicopter packs on their back exit a UFO and attack. Slow down their propellers to ground them before taking them on just like any other weaponless foe. Smack them around a bit to earn some V-Marks before delivering the knock out, Slow VFX, combo attack.

Gather up the Film Canisters and the Cheeseburger from the orange crate, then hop onto the rocket-platform to the right. Use Slow VFX to decrease the booster rocket to build up thrust and release it to catapult your hero after the UFO.

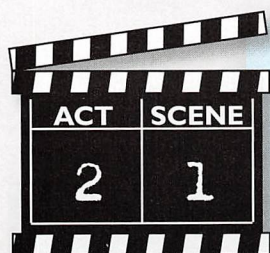


SAFETY FILM

1

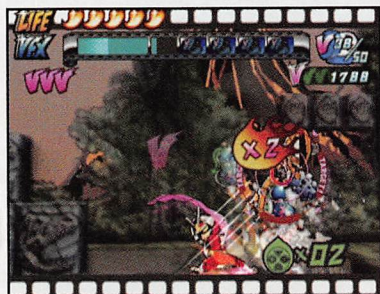
INTERMISSION TIME

The player is given the opportunity to save their progress, purchase power-ups, and get hints from the director between Acts. Although it might be tempting to start loading up on items during this break, the only power-up that should be purchased at this time is the **Sliding** attack for 3,000 Viewtifuls. Sliding makes it possible to combo enemies that might otherwise be a step or two out of reach. Save your remaining Viewtifuls for the most important power-up of all, the VFX Turbo Charger!



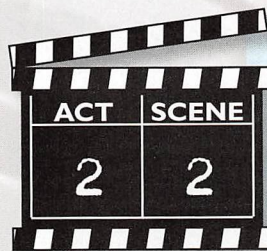
Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	1	Battle	Flaty x2	250/20



Act Two begins much like the first. Continue to the right and collect the Film Canisters floating above the stepped ledges. Use the lone enemy as a punching bag to gain some additional V-Points and push on.

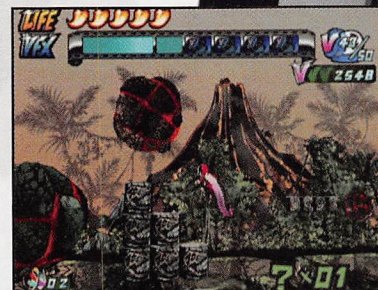
Two Flatys leap out from hiding up ahead. Dodge their attacks to get them both dazed before initiating the Slow VFX. The only way to rack up enough points to earn a Viewtiful ranking for this scene is to have some V-Marks queued up before going for the combo.



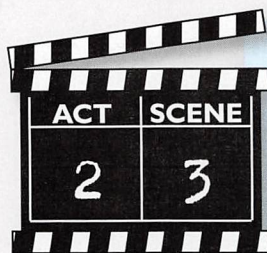
Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	2	Puzzle	Lower the drawbridge.	10/15

The volcano in the distance is erupting and a giant pyroclastic boulder has landed on the stone button that controls the drawbridge! Rush back to the left as fast as possible, while dodging the falling volcanic rocks, and use Slow VFX to uppercut the boulder back onto the volcano! Break open an orange crate to get the 10 V-Points needed for the Viewtiful ranking.

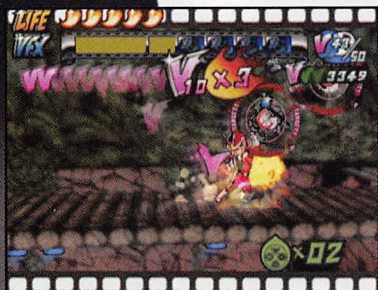


VIEWTIFUL JOE™ 2



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	3	Battle	Flaty x3, Flaty Barubaro x1	400/20



Three enemies attack on the drawbridge. Daze the first two and hit each of them a couple times before using the Slow VFX to start the combo. Leap over the third enemy and kick the Oct before chaining the other enemy. Maintain the Slow VFX as long as possible and try to hit each of the enemies while they're airborne to earn additional V-Points.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	4	Key	Get the key from under the drawbridge.	500/60

The gate up ahead is locked and the key is in the possession of one of a Flaty under the drawbridge. Quickly use V-Touch to switch to Silvia if controlling Joe and use Slow VFX to block up the volcano and force it to eject the boulder onto the nearby button. This will raise the drawbridge back to the left.

Let the VFX Gauge refill and use Silvia's gun and the Slow VFX power to shoot the nearby targets to rack up some V-Points. Switch back to Joe and drop off the side of the cliff into the lava-filled pit. Combo the three enemies to earn some extra V-Points and to acquire the key.



PUT OUT THAT FIRE!

Touching the lava on the floor of the valley will set a hero aflame. Quickly leap out of the lava and rush to the water gushing out of the side of the cliff to extinguish the flames before they inflict additional damage.

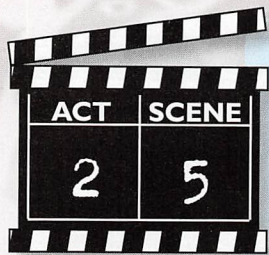


With the key in hand, quickly climb out of the valley by jumping on the platforms. Collect the Film Canisters and return to the large boulder to the right. Use Slow VFX and an uppercut to knock the boulder back onto the volcano. Now the hero can unlock the gate and complete the scene.

TIMELY DOUBLE-JUMPS

Both Joe and Silvia can perform high-flying, acrobatic double-jumps. Use this ability to collect Film Canisters more efficiently. For example, there are several Film Canisters hovering above the platforms at the top of the valley. Jump from the left-hand platform to grab the first Film Canisters, freefall to the ones in the center of the gap, then double-jump through them to reach the right-hand platform. It's important to collect all of the Film Canisters, but doing so can't come at the expense of speed.



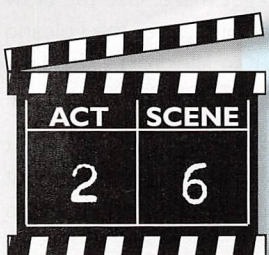


Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	5	Key	Get the key from the baddies.	500/60

A small gang of Flaty Barubaros leaps onto the dilapidated bridge and sends them, and the hero, crashing into the valley below. Get the enemies lined up in a row and punch one of them to get him to counterattack. Quickly dodge the attack, kick him twice, and move on to confuse the next baddie. Use Slow VFX to combo the baddies and to score as many V-Points as possible.

Slow down the propeller on the hovering platform to the right and ride it back up to the bridge above. Grab the Film Canisters near the gate and exit the area.



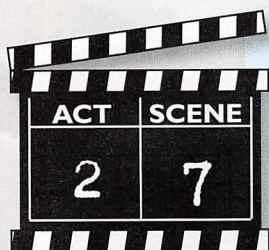
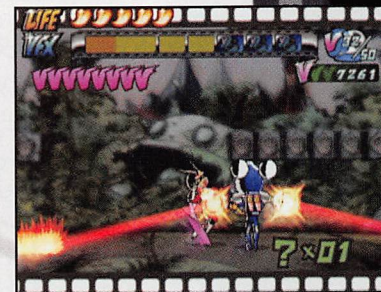
Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	6	Puzzle	Defeat the Space Gunman "Blau-Topo".	150/35

A powerful Space Gunman "Blau-Topo" leaps from a UFO up ahead and it's up to Joe and Silvia to collect the valuable item it possesses. This enemy has two mighty laser guns that it uses to send a pair of beams sweeping from the sky down to the ground. It's important to avoid coming in contact with these lasers, and the best way is to use the powers of VFX to dodge and attack.

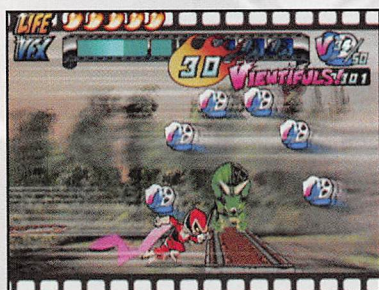
Rush forward towards the enemy and use Slow VFX while punching with Joe to dish out as much damage as possible. Watch the VFX Gauge closely and avoid letting it run out. Let the VFX refill and quickly return to using the Slow VFX right before the lasers hit Joe. This triggers the V-Dodge and keeps Joe out of harm's way. Continue the assault on the Space Gunman with those deadly Slow punches.

Tutorial 03 begins as soon as Joe grabs the glowing orb. Follow the directions in the tutorial to learn the wonders of Joe's Mach Speed ability.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	7	Key	Acquire the key to Dino Park.	450/70



Collect the Film Canisters up ahead and carefully destroy each of the animatronic dinosaurs to gain additional Cheeseburgers. Uppercut one of the Flatys into the Gruen Air to knock it out of the sky and continue on.

SAFETY FILM

VI

2

SAFETY FILM

35

CRATES IN THE DISTANCE

A small orange crate can be seen in the background up ahead and, if you're new to the *Viewtiful Joe* series, it could leave you puzzled. Joe's Mach Speed power can be used to break open crates that are otherwise out of reach. This particular crate is especially hard to get because the nearby enemies aren't strong enough to withstand Joe's Mach Speed punch attack long enough to break open the crate. Try to lure some enemies back towards this crate, then use Mach Speed punches to bust open the crate to get the **L.I.V.** inside.

Drop into the valley, defeat the enemies on the bottom, and board the flying platform. Joe must use his Mach Speed ability to increase the speed of the propeller and make the platform climb. Use short bursts of Mach Speed to cautiously make the platform climb the side of the cliff, while staying out of reach of the fire emitting from the vents on the right. Tap the Mach Speed button to get the platform to hover between the two fire vents until it's safe to ascend. Gather up the remaining nearby Film Canisters for another VFX Gauge upgrade.



The entrance to Dino Park is not far ahead, but Joe must cross a river of lava to get there! Use the Slow VFX power to make the pressure build up behind the boulder atop the volcano. This causes the volcano to erupt once again, thereby launching the boulder into the lava river. Many other smaller rocks also land in the lava. These rocks become Joe's stepping-stones to the Dino Park entrance.

Jump off the large orange crate to snag the pair of Film Canisters before embarking on the molten moat crossing. Carefully leap from rock to rock to cross the lava river. The small rocks not only slowly sink, but fresh rocks falling from the sky constantly replace them. This means that Joe has to move fast if he's to avoid being pummeled!

Pause on the rocky platform up ahead and use Slow VFX and Mach Speed to punch the punching bag. Joe can earn a lot of V-Points by using Slow punches to hit the bag with extra power and the Mach Speed ability enables him to dish out damage at a faster rate. Study the lay of the rocks up ahead for moving on.

Here, the rocks aren't falling from the sky, but shooting up out of the lava. Joe needs to use the Mach Speed ability to rapidly cool off the rocks before he can land on them. It isn't easy to do, but with some practice Joe can leap into the air, cool a rock while it's airborne, and jump from the falling rock to snag the Film Canisters above the lava.



Joe comes face-to-face with another Space Gunman "Blau-Topo" once across the lava river. Employ the same tactics used on the previous one to defeat it and lay claim to the key to Dino Park.



2

INTERMISSION TIME

It's hard to resist buying some of those wonderful power-ups, but it's best to continue saving for the VFX Turbo Charger. Nevertheless, if you're having trouble staying alive and not quite mastered dodging and the use of V-Dodge yet, go ahead and purchase one **Life** to increase your chances of staying alive. After all, the VFX Turbo Charger won't be of any use if the heroes are always running for their life!



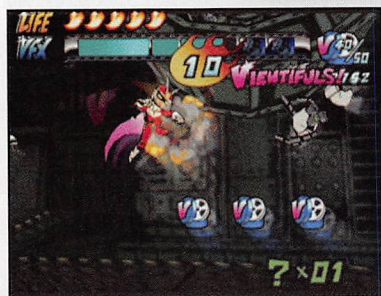
Scene Direction		
ACT	SCENE	
3	1	
Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Flaty x2, Gruen Air x2	2000/80

Several enemies will attack as soon as Act Three begins. Switch to Silvia and lead them over to the right-hand side of the set. Initiate a combo on and leap into the air and use Silvia's gun while in Slow mode to shoot the target above the door. Continue firing the gun at the targets to increase the number of V-Marks in the tally.

The Gruen Airs can be brought back down to ground by using Joe's Mach Speed power to rapidly deflate their balloons. Attack them with Mach Speed punches and kicks to bust the pink crates in the distance. Gather up the Film Canisters and exit the room.



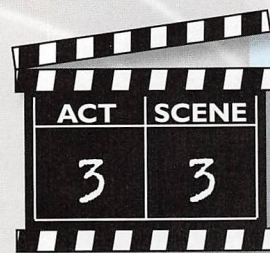
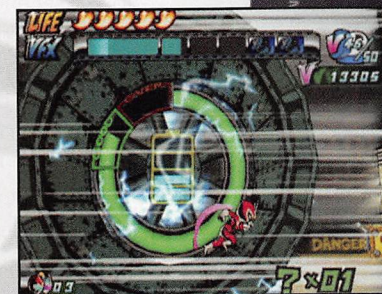
Scene Direction		
ACT	SCENE	
3	2	
Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Get the power working for the door.	500/60



Enter the room and quickly run and leap to the right to lead the enemies towards the Oct near the large drum-like object in the center of the room. Combo the enemies to earn as many V-Points as possible before turning your sights on the power plug to the right. A total of four enemies and a couple Oct will attack, so be ready.

Uppercut the power plug to connect the male and female ends to complete the circuit. Now jump into the large drum and use Joe's Mach Speed ability to sprint. Get the wheel spinning and watch the battery meter. Joe must keep the meter in the green "good" area on the meter to fully charge the power source for the door. Spinning the drum too fast will overload the circuit and cause the plug to disconnect. Tap the Mach Speed button to keep it in the green.

Collect the Film Canisters from atop the drum and also from above the exit door. Use Mach Speed punches on the plug to bust the orange crate near the exit. Also, check to see that no Film Canisters are still present near the room's entrance.

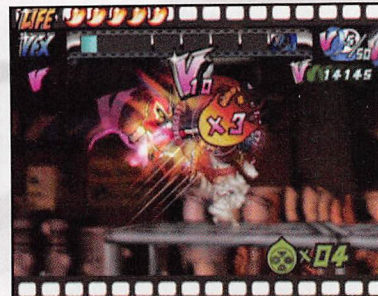


Scene Direction		
ACT	SCENE	
3	3	
Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Flaty x4, Flaty Barubaro x2	700/50

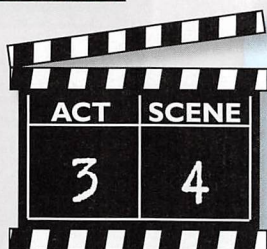
Leap up and grab the pair of Film Canisters high above the doorway before moving too far into the room. This is a lengthy room with a series of flame-spewing grills in the middle of it. Concentrate on defeating the enemies while avoiding the flames for the time being; the goodies can be picked up later.

SAFETY FILM

Start a combo with the first two Flatys that attack and carefully continue onto the platform to the right while in Slow mode. The flames occasionally shoot up from the floor on every other section of the grill. Cautiously double-jump over the rising flames, and move from one safe zone to the next. Destroy the two enemies in the center of the room while on the grill.



The final two enemies appear near the exit door. Leap down to solid, fire-free, ground and combo the two of them together. With the battle over, carefully sweep back across the room to collect the Film Canisters. The orange crates on the floor each contain a Cheeseburger—a treat that will likely come in handy after this scene!



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
3	4	Battle	Thunder Seven	300/80

Joe feels a rumbling in the floor beneath him as he enters the room, and before long a large tank with a sharp drill on the front emerges from the ceiling. The Thunder Seven (1000 HP) dives in and out of the floor in an arcing pattern when the battle begins. Joe must concentrate on avoiding all contact with it until it settles down. Double-jump back and forth across the room to avoid it.

The Thunder Seven occasionally drills up through the floor and tempts Joe with its drill bit. The bit will stand idle as a vulnerable target in hopes of baiting Joe to come too close. Although Silvia can deliver minor damage to it from afar with her guns, it's best left alone.

Before long, the Thunder Seven finally surfaces and lands on its treads. Several low-level enemies emerge. Stand a few steps away from the front of the tank and prepare to dodge the nearest enemy's attack. Get the baddie dazed, initiate the Slow VFX powers, and punch him straight into the Thunder Seven. About this time a loud beep sounds. This is the warning that the Thunder Seven is about to fire a large artillery shell. Hop into the air and punch it back at the tank while still in Slow mode. The best way to inflict damage on the Thunder Seven is to knock its shells back at it while using Slow VFX to exacerbate the damage.



Joe and Silvia are fast approaching their first boss encounter. Save your progress during this intermission and get Joe ready to launch into battle. You're getting closer to that big shopping spree: hang in there!

ACT

4

BOSS BATTLE DRILL SERGEANT: BIG JOHN

SCENE DIRECTION

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Big John (1500 HP)	300/200
Boss Attack		Damage Inflicted
Tail Swipe		2 Hearts
Fire Breath		2 Hearts
Dino Charge		2 Hearts
Chopper Hit		1 Heart
Barrel Hit		1 Heart
Cannonball Hit		1 Heart



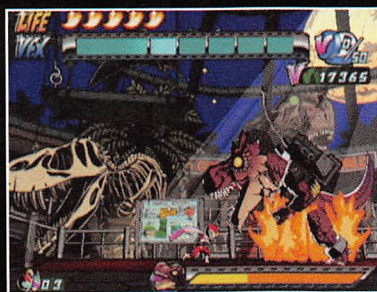
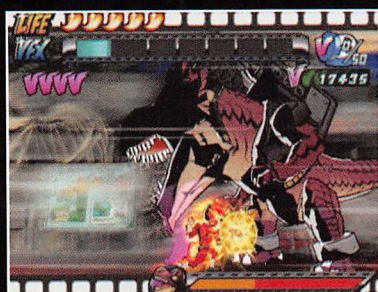
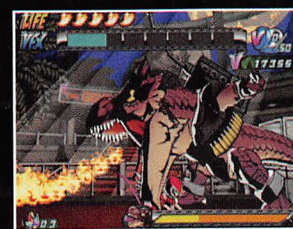
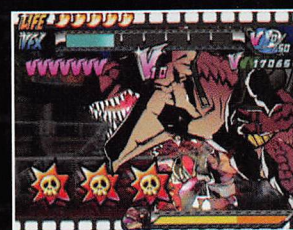
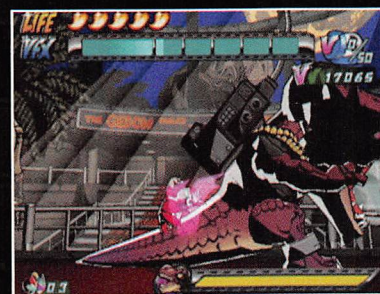
Big John is the first of the boss characters that Joe and Silvia have to face in order to ensure a Happy Ending. Although he seems a bit too into his military role, Big John doesn't carry a walkie-talkie just for show! He's got friends in high places who are ready to swoop in and lay down some cover fire on his behalf. Fortunately, fighting this prehistoric soldier is a rather straightforward affair, regardless of how much backup he radios for.

Big John's two primary attacks are his tail swipe and fire breath attack, and it's possible to get in good and close to him and force him into a very predictable battle plan. Rush forward to meet him when the fight begins and dodge the three skulls that appear to avoid his tail swipe. Immediately press both the Slow and Mach Speed buttons and start punching him as fast as possible. Watch the VFX Gauge carefully (especially if not playing on Kids mode) and back off the time-altering abilities just before the gauge is empty. Dodge the second tail swipe attack and continue to attack in the same manner.

After missing Joe with both tail swipes, Big John attempts to fry Joe's hide by spewing flames at him. The skulls for this attack are higher and Joe can easily duck under the flames, so long as he is right next to Big John. Maintain a crouched position to allow the VFX Gauge to recharge until the flame attack has ended.

Upon seeing his tail swipe and fire breath attacks fail, Big John retreats and radios for backup. Remain on the ground and move into position below the left-hand platform. A helicopter appears directly above the platform on the left and either drops flammable barrels, or it will lob cannonballs at Joe. Wait for the chopper to fly out of view and hop onto the platform to momentarily escape the barrage of incoming fire.

Jump back down to the floor and rush up towards Big John before the fire spreads across the floor. The chopper's flammable weaponry soon sets the floor ablaze, but it's not a problem for Joe so long as he can unleash his Mach Speed attack on Big John before it does. Dodge Big John's tail swipe and unleash a Mach Speed assault to set Joe aflame, thereby making him impervious to the fire. Dodge another tail swipe and attack again with another Mach Speed string of punches. Continue repeating this strategy until Big John is no more—it won't be long!



FILMOGRAPHY



Viewtiful Heroes, and The Statue of Doom

Joe and Silvia defeated Big John and obtained the first of the Rainbow Oscars. It really is a happy ending when the good guys triumph! Just when Joe was beginning to wonder where the next Rainbow Oscar could be hiding, he looks down and sees his father sitting in the theatre.

Joe's father owns the movie theatre that Silvia was abducted from in the initial Viewtiful Joe, and although he's glad to see his son on the silver screen, he really wants Joe to come home and clean up the mess he left. Fortunately for Joe, his father has a weakness for Silvia's womanly charm and she's able to convince him to look around for other films that might be a bit out-of-the-ordinary.

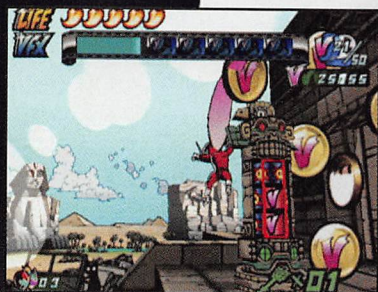
Joe's father rummages through the stack of film canisters and finds several films that appear to be glowing! These are the films that are about to have their happy ending stolen from them. Joe urges his father to queue up one of the movie reels, and within moments Joe and Silvia are off to save another Rainbow Oscar.



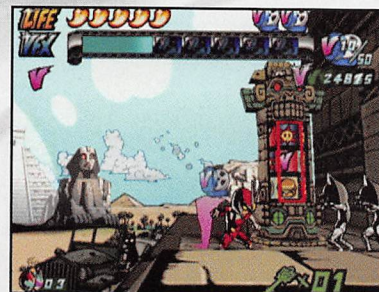
Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	1	Key	Get the key from the totem.	1000/70

Joe's Six Machine drops him off at the foot of a large temple in the desert. Four Flatys emerge from a totem atop the steps. Collect the Film Canisters on the way up the steps and jump over the totem to let the enemies bunch up near the door. Keep them all on one side of Joe and start the combo. Chain together all four enemies for a nice X-Bonus.

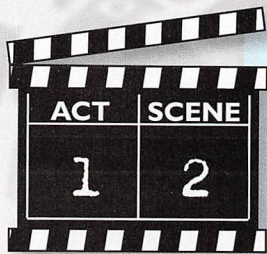


The totem works much like a slot machine. Each time Joe hits it one of the wheels stops spinning, starting from the bottom and progressing to the upper wheel. Stopping it with three skulls causes more enemies to appear; stopping it with three Cheeseburgers gets Joe a snack, stopping it with three tokens earns a bunch of Viewtifuls, and stopping it with three V's wins the key.



Use SlowVFX to stop the wheels on the three tokens to gather up a few hundred Viewtifuls. Let the VFX Gauge recharge a bit (try tapping it instead of holding it down while trying to line up the wheels) and aim to stop it on three V's to get the key.

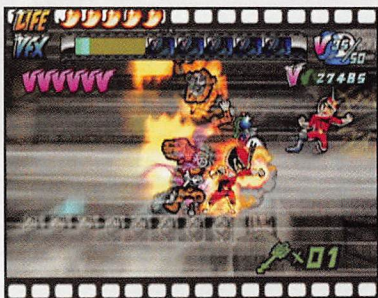




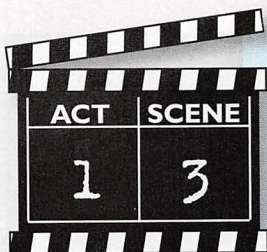
Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	2	Key	Get the key from the enemies.	900/70

Getting into the temple was the easy part, surviving the onslaught of enemies is much harder! Meet the first batch of enemies on the ground and get one of them dazed. Punch him a couple of times and start the combo with a Slow uppercut. Kick the other enemies into the air on an angle to collect the Film Canisters while reducing their numbers.



Gruen Airts appear along with some Flaty Barubaros after the first wave of enemies has been dispatched. Dodge the bones that are thrown at Joe and move in for the fight. Evade the Flaty Barubaros' attack and unleash a Mach Speed barrage of punches to bring the ballooners out of the air. Chain together the final few enemies to get the key. Rush to the door on the right to complete the scene.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	3	Puzzle	Move the statue into place.	10/30



Jump down from the ledge and break the orange crate for 10 quick V-Points to meet the Viewtiful requirement. Stand near the large statue with the red and green eyes and use Mach Speed to increase the flow of water and flood the room—Joe will be able to move the heavy statue much easier if the room is flooded.

Punch the statue to the right near the wall. Uppercut it up off the floor, quickly leap up, and punch it onto the ledge in the center of the room. Use a Slow punch to knock it onto the floor to the right and use Mach Speed again to refill the room with water. Since using Joe's Slow powers causes the room to drain faster, it's best to go with real-time punches to place the statue in position on the altar. Uppercut the statue one last time, jump up, and knock it into place with a straight punch.

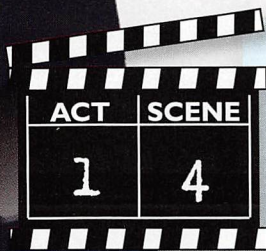


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Scene Direction		
ACT	SCENE	
1	4	
Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Unlock the door.	500/25

Grab the shining orb that fell out of the statue at the conclusion of the previous scene. This whisks Silvia away to learn about her powerful Replay ability in Tutorial 04. Follow the directions in the tutorial to get familiar with Silvia's triple-attack threat.



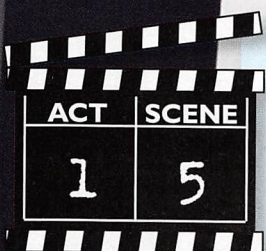
TRIPLE THE GOOD AND BAD

Silvia's Replay ability is definitely a boost to her offensive power, as it can triple the damage her kicks and punches dish out. But the Replay ability doesn't discriminate. Holding Replay while Silvia is injured triples the damage she incurs.



A large three-tiered pole falls from the ceiling at the conclusion of the tutorial. These objects are made just for Silvia's Replay attack, but don't hit it just yet! Use V-Touch to switch back to Joe and hit the pole with Mach Speed punches to bust open the crate in the background. Also, leap from atop the pole to snag the Film Canisters near the ceiling.

Switch to Silvia and use her Replay ability to triple-kick the pole. The three lights on the pole light up to signal success and the door to the next area opens.



Scene Direction		
ACT	SCENE	
1	5	
Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Flatys x2, Flaty-Claw, Space Gunman "Blau-Topo"	700/50

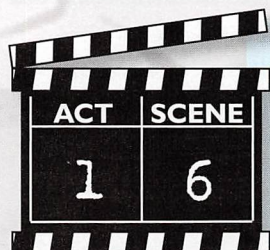
The Flaty with the claw-like hands is fairly dangerous and mildly unpredictable (he'll sometimes dive and slide on the floor), so it's best to quickly start a combo with the lesser enemies and knock him across the room before he can do the same. Use the Sliding attack to close in on the Space Gunman off to the right and try to combo him as well. Should the VFX Gauge empty before this is possible, run far away from the Space Gunman and V-Touch to Silvia. Let the VFX Gauge recharge a bit and blast the Space Gunman from afar with some Slow gun blasts.





FILM CANISTER ALERT!

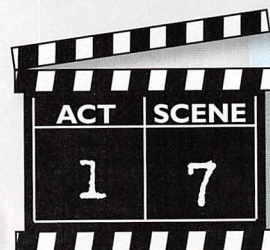
Be sure to double-jump into the air to get the four Film Canisters near the ceiling, on the right side of the room, before completing the mission. Those particular Film Canisters are impossible to get once the mission is over. You'll see why soon enough...



Scene Direction		
ACT	SCENE	
1	6	
Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Find a way out of the pit.	500/40

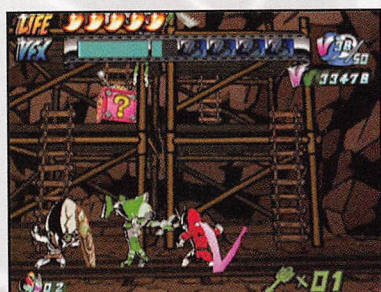
Grab the four Film Canisters hovering above the ground and use Joe's Mach Speed attack to bash the red button on the left. The mirages of Joe break open the crate in the distance, thereby netting him enough Viewtifuls to meet the V-Point requirements for this scene. Now it's time to figure a way out of this pit.

Switch over to Silvia and approach the red button. Hold the Slow and Replay buttons simultaneously and kick the button as the sliding floor panels close over the spikes to the right. This delivers a mighty triple-kick to the button and a series of three slabs of sandstone fall from the ceiling. The stone slabs pile up on the floor above the spikes just long enough for Silvia to double-jump onto them and, from there, onto the ledge to the right. The spikes in the floor instantly destroy the slabs of stone when the floor panels open so move quickly!



Scene Direction		
ACT	SCENE	
1	7	
Type	Description	Viewtiful Reqs. (V-Point/Time)
Key	Defeat the enemies to get the key.	1400/80

Hop aboard the jet-powered platform to the right and use SlowVFX to build up thrust. Ride the platform upwards while collecting the Film Canisters. Watch out for the Oct (not on Kids mode) that attacks in the chute above and bust open the orange crate for an extra Cheeseburger.



A gang of enemies attacks in the room above the chute. Use Mach Speed attacks to drop the Gruen Airts out of the air, then concentrate on assembling as large a combo as possible by allowing the VFX Gauge to recharge before chaining enemies together. Use SlowVFX to keep the Gruen Rotors from getting aloft and dropping bombs on Joe.

Let the VFX Gauge recharge near the end of the first wave of enemies and watch as the Rosso-Rojo Death Scythe drops in from the roof of the trench. She'll attack with two quick swings of her sickle, with the second attack always being the opposite of the skull. If the skull is high, duck and immediately jump to avoid the follow-up attack (and vice-versa).



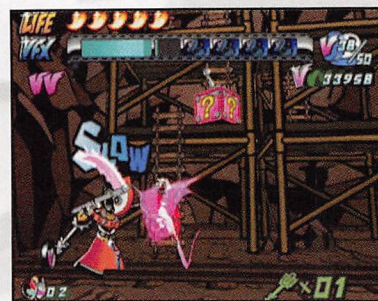
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Get the Rosso-Rojo Death Scythe dazed in front of the pink crate and launch a Mach Speed attack on her to break it open. Finish off any stragglers and bring the key to the door on the right to complete the scene. Attack the punching bag in the next corridor to earn some extra V-Points before heading into the Intermission.



ELECTRIC CRATES

Joe and Silvia occasionally come upon a black crate that pulses with blue electricity. Touching one of these crates causes harm to either hero, but Silvia is capable of breaking it open. Leap towards the crate and use a Replay kick to break it open. Be careful not to get too close; however, since there's a fine line between triple-kicking it and losing three hearts from Silvia's Life Gauge. Then again, it's possible to Replay Silvia eating a Cheeseburger and get three hearts worth of Life replaced!

INTERMISSION TIME

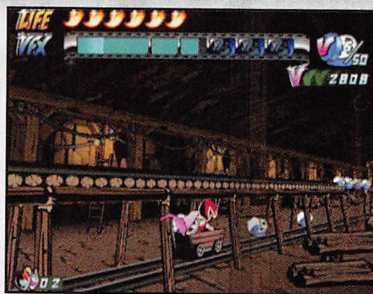
The time has finally come to buy the **VFX Turbo Charger**. It might cost 30,000 Viewtifuls, but it's money well spent! Especially if you're playing on Adult mode where the VFX Gauge drains twice as fast. Those who have at least 6,000 Viewtifuls remaining should purchase the **Redhot/Coolblue Kick** attack as well. This attack enables the heroes to cut through the air on an angle and greatly helps chain additional enemies in a single combo.

Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	1	Battle	Tank-John Mk. VIII (1500HP)	80/60

This scene takes place entirely in a runaway mine car. There is a lengthy traveling sequence before the battle takes place that tests the heroes' jumping ability. Film Canisters are spread across multiple levels of track and the hero must jump with the mine car to collect them all.

Use Slow VFX to slow down the movement of the mine car and make collecting all of the Film Canisters a bit easier. Tap the Jump button lightly when trying to snag Film Canisters hovering just above the tracks, and press it harder when needing to really fly through the air with the mine car. Hold Down on the controls while pressing the Jump button to drop from one level of track to the one under it.





Collecting all of the Film Canisters in this scene is incredibly difficult, but it is possible with the right amount of practice. Fortunately, the boss of this Reel does not necessitate having all 5 VFX Gauge upgrades.

The battle against the Tank-John Mk. VIII begins once the multiple levels of track have been passed. Quickly switch to Silvia and

move the mine car to the left edge of the screen to get as far away from the enemy as possible. Fire her guns as fast as possible, while refraining from using Slow or Replay for the time being. The Tank-John Mk. VIII begins the fight by lobbing three barrels at Silvia. The blasts from her gun can knock the barrels back towards the tank. Use the Slow VFX powers just as the barrels are about to hit the tank to increase the size of the resulting explosion.

The Tank-John Mk. VIII fires an artillery shell shortly after the third barrel has been launched. Stay in Slow mode while continuing to fire Silvia's guns to knock the shell back to where it came. Allow the VFX Gauge to recharge while continuing to blast away with the guns. The Tank-John charges forward towards Silvia, but she'll be safely out of its reach near the left edge of the screen. Next, several rocks fall onto the tracks. It's possible to leap over these rocks, but they can be easily destroyed with Silvia's gun blasts. The Tank-John reappears on the tracks and attempts its barrel tossing attack again. Repeat the same tactics described above to put the final hits in on it.



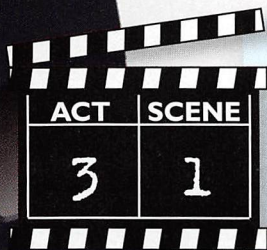
Purchase the **Redhot/Coolblue Kick** if you hadn't already. Those playing on Adults mode should consider a **Life** purchase; otherwise continue to save for some additional purchases during the next Intermission.

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SAFETY FILM

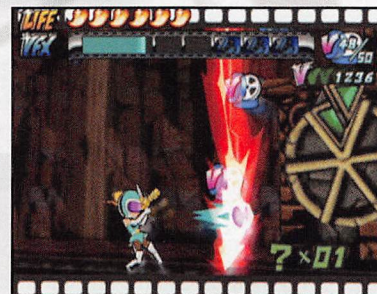
45



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
3	1	Puzzle	Open the gate in the distance.	300/60

Combo the enemies that meet Joe after the Intermission and switch to Silvia. There is a wheel with a green triangle on it that is connected to a force field on one side and a large gate in the distance. Use Silvia's gun to shoot the wheel once to start it spinning. Use Slow VFX and fire the gun again to get the wheel to stop with the green marker inside the triangle at the top of the wheel. It takes some practice to get the timing down, but try firing the gun when the green marker is in the 10 o'clock position.

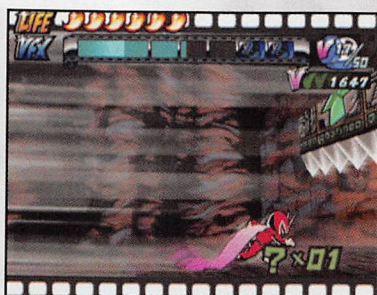


Once stopped in place, the force field lowers and the gate at the far end of the cavern rises. Quickly gather up the Film Canisters and hop across the rocky platforms on top of the lava to reach the far side. Switch to Joe and attack the punching bag with Mach Speed punches to earn some Viewtifuls.

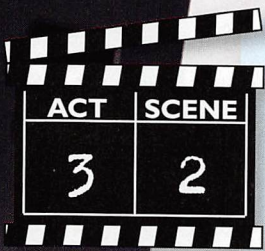


BLADES OF STEEL

The large swinging blades above the lava can dish out some serious damage. Not only will hitting them damage a hero, but it has the potential to knock them into the lava too. If this happens, quickly switch to Joe, hop onto a rock platform and use Mach Speed to extinguish the flames before it's too late. Oh, and by the way, those macabre blades can be destroyed with a well-timed Slow punch or gun blast. They'll even cough up a Cheeseburger!



The gate will likely close before Joe can reach it, so return back across the river to the wheel. There's still time to get the Viewtiful ranking, but Joe must act fast. Punch the wheel to get it spinning again and then Slow punch it to line up the triangle markers once again. Race back across the lava, get the Film Canisters from in the air, and Slide under the closing gate to exit in time.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
3	2	Battle	Flaty Barubaros x4, Inŋir, and Infer	1000/40

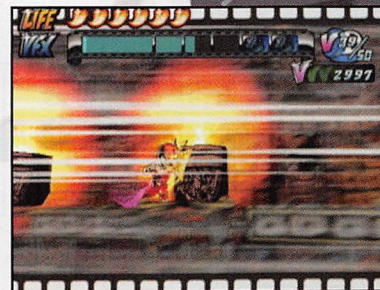
There is quite a bit of action before the next scene officially begins. Joe escapes the lava cavern and finds himself in a room filled with enemies. There is also a pair of laser-firing glyphs on the wall. Watch for the green reticule to appear around Joe. This is a sign that one of the glyphs has a lock on him. Wait for it to turn orange, then get out of the way! Combo the enemies in this room, break the orange crate for an **L.I.V.** and approach the bomb on the right.



Jump to the right of the bomb and run back to the left with Mach Speed to push the bomb over the cracked floor. Once the bomb is in position, hold down the Slow button to exaggerate the blast of the bomb. Doing so blows a hole in the floor and drops Joe into the next room.

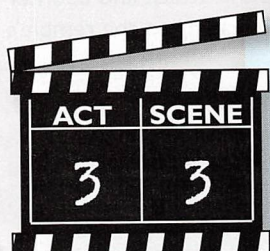
The large room below contains numerous enemies and also four large cauldrons. The door at the far end of the room only opens once the cauldrons are re-ignited. This is another un-timed portion of the scene, so spend some time practicing combos and racking up V-Points to spend during the next Intermission. Beware the electrified black crate hovering behind the right-hand pillars.

Once the enemies have been defeated, leap onto the upper platform and use Mach Speed punches to set each of the four cauldrons aflame. Grab any Film Canisters that remain and exit the room through the door on the right.



The scene is set to officially begin. Four Flaty Barubaros meet Joe as he enters the next room. Get one of them dazed and punch him a few times before starting the combo. Use the Sliding and Redhot Kick attack to cover ground quickly and chain all four Flaty Barubaros together in a single combo.

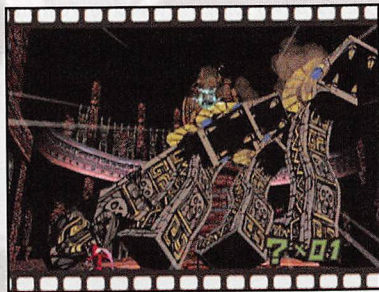
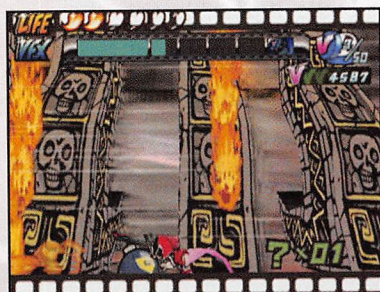
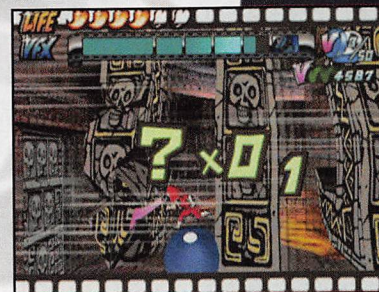
A pair of Flaty Nurses attacks next. The one with the scalpel launches into a string of four consecutive, alternating attacks so be prepared to dodge multiple times before unleashing a Slow punch. The one with the syringe is less aggressive, but difficult to combo. If having trouble with either of these enemies, just run up to them, hold both the Slow and Mach Speed buttons and punch them till they burst!



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
3	3	Puzzle	Topple the cobra statues.	10/30

Quickly switch to Silvia, leap into the air, and Replay kick the electrified box to get the Viewtiful points required for this scene. V-Touch back to Joe and jump onto the large marble to the left. Run towards the left with Mach Speed while atop the marble to roll it back to the right. Line the marble up under the right-hand cobra statue and perform a Slow uppercut to knock it into the statue's mouth.



A bomb falls from the right-hand statue. Hop to the right of the bomb and use Mach Speed while running back to the left to push the bomb in front of the left-hand statue. Pause between each of the statues to avoid the lava falling from the two statues in the center. Punch the bomb with Mach Speed to light the wick. Use the Slow VFX power to increase the destruction caused by the bomb. If it is

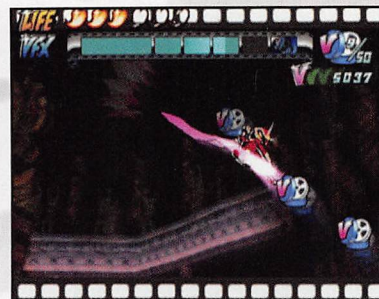
placed properly, it will cause the left-hand statue (the one with the cracked base) to fall and knock the other statues over like dominos.

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SAFETY FILM

Use the fallen dominos like a bridge to cross the lava to the right. Double-jump up from the edge to get the Film Canisters and perform a Redhot Kick while facing to the right to dive through the angled row of Film Canisters leading to the room's exit.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
3	4	Key	Get the key from the enemies.	600/40

Start a combo with the Flaty on the steps and leap up and knock the Gruen Rotor out of the air. Continue the combo by holding the Slow button and performing Redhot Kicks on the way up the stairs. It's possible to rack up well over 1,000 V-Points in a single combo while simultaneously collecting all of the Film Canisters near the ceiling.



There is a bone-tossing Flaty Barubaro atop an altar, at the top of the stairs. Approach him carefully if not still in a combo. Try to land on the altar next to him and force him to throw a punch or kick. Dodge the attack and counter quickly. This final foe drops a golden idol. Pick it up and place it on the altar to open the gate leading to the temple's inner sanctum.



Purchase the **Desperado Level I** upgrade for Silvia to arm her with a second gun. This will come in handy during the upcoming boss fight as Silvia plays an active roll in the battle. If possible, try to also purchase an extra **Life** to further increase the size of the Life Gauge. There are plenty of Cheeseburgers to help keep the heroes healthy during the next battle, but it's certainly no walk in the park.

ACT

4

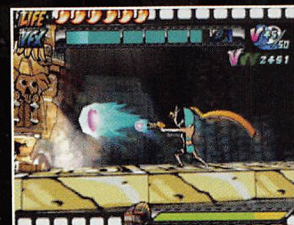
BOSS BATTLE ANCIENT GUARDIAN: FLINTY STONE

SCENE DIRECTION

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Flinty Stone (2000 HP)	200/250

Boss Attack	Damage Inflicted
Flinty Dance	1 Heart
Orange Sphere	1 Heart
Headdress Slam	1 Heart
Fist Slam	2 Hearts
Electric Block	2 Hearts
Flying Streak	2 Hearts

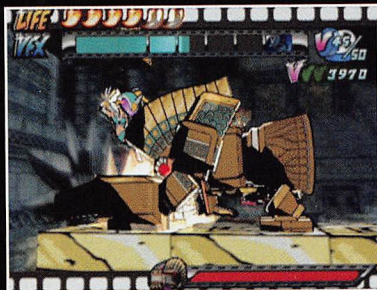
Flinty Stone is quite tired and irritable, two facts that can be used against him in this battle. Switch to Silvia, if not controlling her already, and move into position on the uppermost platform in the center of the chamber. Flinty Stone comes to a rest on this platform; stand back a good distance and use Slow VFX while firing Silvia's guns to start chipping away at his health.



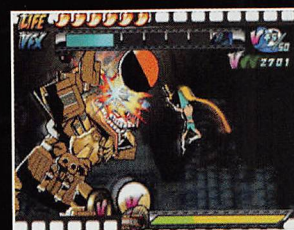
FILM CANISTERS FOR THE FEW

Only those who successfully collected all of the Film Canisters from the mine car scene need to concern themselves with collecting those in this final room. The ones in the center are nearly unavoidable, but there is also a set of four Film Canisters on each side of the pit, out of view.

Flinty Stone relies on three attacks while it stands face-to-face with Silvia. First it lobs orange sphere at her. These can be easily ducked provided she's not too far away from him. His next attack is to slam his head on the ground. This causes the gold on his headdress to race across the floor like a wave. Jump over this attack to avoid it.



Although the other attacks can be avoided quite easily, Flinty Stone's special attack begins with a simple fist-pound on the ground. This attack can be easily avoided by jumping out of the way, but it often electrifies the blocks that comprise the platform and the hero may have nowhere to land. Additionally, Flinty Stone pulls up the blocks from the platform and uses them to re-shape himself into a flying snake-like creature.



KIDS ATTACK

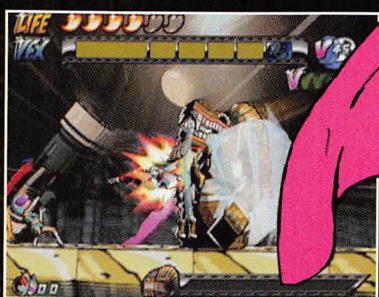
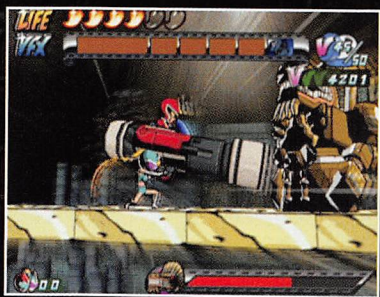
Those playing on Kids mode will be pleased to know that Flinty Stone can be disposed of quickly by relying almost exclusively on Joe's Slow punches. Run up to Flinty Stone, hold the Slow and Mach Speed buttons and tap the Punch button repeatedly to unload on the golden beast. Joe's repeat body blows should bring Flinty to tears in no time.



Move to the uppermost level and try to run back and forth on the platform to be at the side of the screen opposite Flinty Stone. Listen for a change in the noise he makes as he flies, as this signals his incoming streak attack. Double-jump out of the way of the front end of his flying shape, and use Slow and Replay to attack the orange ball at his tail with either the guns or a Coolblue Kick.



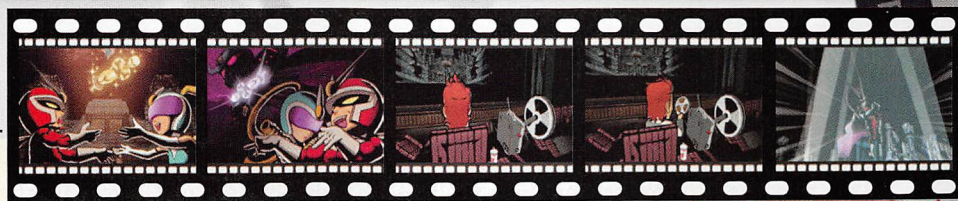
Flinty Stone typically makes no more than four streak attacks before tiring. Listen for the sound of him “powering down” and move to where he is sleeping. Take a few steps back but keep him in view and press and hold the Slow and V-Touch buttons to bring out the Six Cannon. Watch the V-Touch indicator fill the VFX Gauge and turn into a large gun. Release the V-Touch button only at this moment! Joe shoots from the Six Cannon along with an enormous gun blast that delivers a significant hit to Flinty Stone.



Rush up to Flinty Stone with Joe and deliver a barrage of Slow punches before backing up, switching back to Silvia, and repeating the tactics described above once again. Flinty Stone gets a bit unpredictable as the battle rages on, but he'll always get tired after flying. Use this as your chance to deliver huge damage with the Six Cannon and victory is certain!

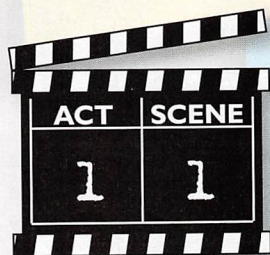


FILMOGRAPHY



Memoir of an Invincible Monster

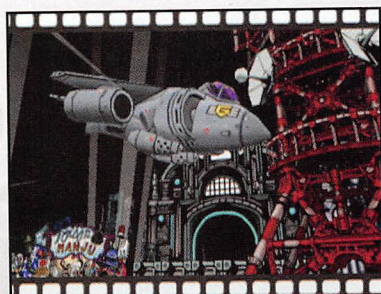
With two of the Rainbow Oscars safely in their possession, Joe and Silvia waste no time in moving on to save the ending of the next celluloid marvel. Back at the theatre, Jet smoothly cues up the next film and eases back into his chair. Now where did that bucket of popcorn go?



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	1	Puzzle	Destroy the short-circuiting tower.	200/40

This new movie begins with Joe on a city street in the dark of night. A pair of Flatys and two Flaty Polico leap from the shadows and attack. Combo the four of them together and continue to the right, pausing only to collect the Film Canisters hovering above the street.

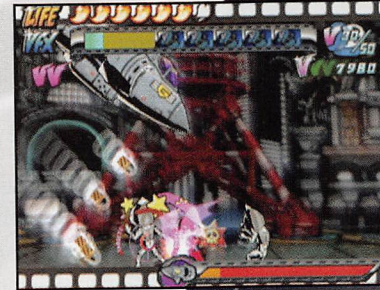
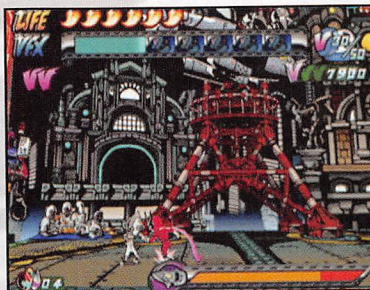
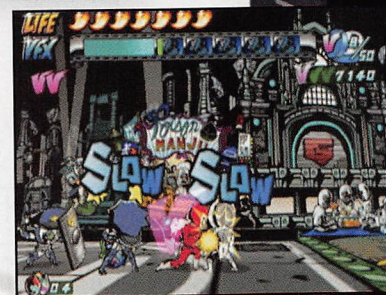


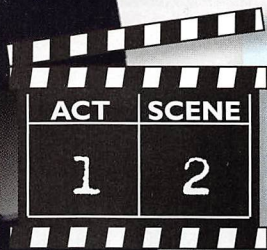
Up ahead, a large utility tower begins to short-circuit and Joe becomes trapped between two walls of electric current. It's a trap! A Harrier emerges from a hidden hangar and moves into attack position. Move to the far side of the area and prepare to sprint under the Harrier at Mach Speed.

The Harrier makes two passes and begins firing on Joe. Use what little VFX there is to either Slow the bullets, or to assist Joe in double-jumping out of harm's way. It's possible to uppercute the bullets back at the Harrier, but a group of larger projectiles are on their way.

After firing on Joe, the Harrier deploys several Flatys to distract him. Quickly move into position and daze one of the Flatys. Use Slow VFX and uppercute, or kick the Flaty into the air (depending on the Harrier's location), and continue to hold the Slow button to effectively use the Flaty as a projectile against the Harrier. Quickly move into position and uppercute other Flatys at the Harrier. It only takes a couple of hits with the Flatys to send the Harrier flying out of control straight into the short-circuiting tower!

Grab the glowing orb that falls from the tower to enter Tutorial 05, the final VFX lesson. Follow the on-screen directions to learn how to Zoom in for devastating punches and kicks. Also, Joe and Silvia can Zoom in before and after jumps to blast through the air like a drill!



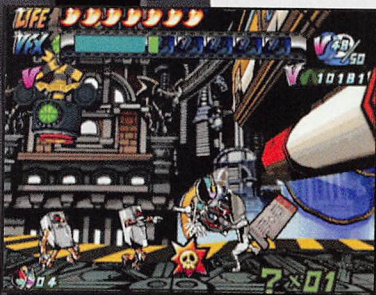
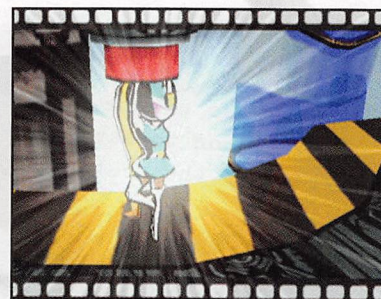
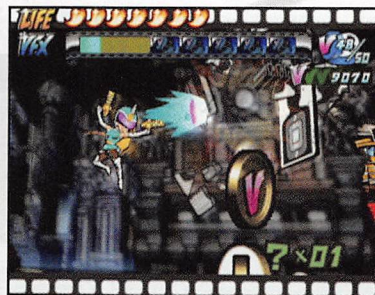


Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	2	Puzzle	Find a way onboard the monorail.	1500/70

Take a moment to experiment with the new abilities on the four Flatys that attack after the tutorial. Once they've been defeated, switch to Silvia and continue to the right.

Hop into the air and fire the gun at the target while using the powers of Slow VFX to earn several hundred Viewtifuls. Switch back to Joe, sprint along the floor to the right to collect the Film Canisters, and return to the red button. Zoom in, jump up towards the red button to forcefully push it, and bring the monorail to a halt.



Enemies emerge from the monorail and attack in two waves. Combo the first group of enemies with a single chain to earn some more V-Points and let the VFX Gauge recharge a bit while the second wave attacks. Quickly dodge and counterattack one of the lesser enemies to start a combo before the Flaty Claw gets too close. Pick up the card key that gets dropped and leap up towards the monorail to unlock the door.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	3	Puzzle	Find a way inside the factory.	1200/100

Break the large crate inside the monorail to add an **L.I.V.** to your collection. Exit the monorail and double-jump onto the track above and, from there, higher into the night sky to collect the Film Canisters.

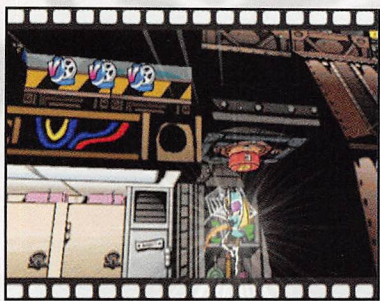
Switch to Silvia and approach the edge of the sidewalk in front of the first traffic tunnel. Wait for the cars to pass, leap into the air, and Zoom in to dive through the cracked floor into the underground restroom.



LADIES ONLY!

The restroom below the sidewalk is for women only and Joe is promptly thrown out if he tries to enter. Although you may want to come back at a later time to complete the task, having Joe get tossed out of the ladies' room 10 times unlocks Chamber 24 of the 36 Chambers. Additionally, using V-Touch to switch to Joe once inside the restroom causes several Flaty Polico to emerge from the bathroom stalls and attack!



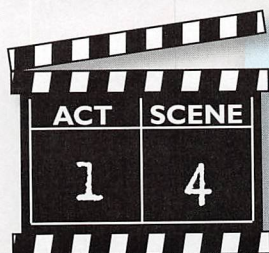


Collect the Film Canisters in the bathroom, and move into position below the button on the far end of the room. Zoom in, hold the Slow and Replay buttons, and jump into the air to triple-smash the button. This completes the first step of this two-part puzzle. Head back outside and switch back to Joe.

Just as Joe runs past the first tunnel a crazed Space Gunman "Blau-Topo" crashes a truck on the sidewalk and several enemies attack. Rush up to the Space Gunman, Zoom in, and punch it into oblivion. Joe won't be attacked while Zoomed in, as the lesser enemies are terrified of his striking physique when viewed this close. Stand between the two tunnels and uppercut an enemy into the air to collect the otherwise unreachable Film Canisters.



Destroy the last of the enemies and switch back to Silvia. Jump in between the two poles near the door, Zoom in, and perform a spinning kick while holding the Replay button. Silvia will spin and kick both poles simultaneously. Replaying this kick lights both poles and unlocks the door. Get any outstanding Film Canisters and head into the factory.

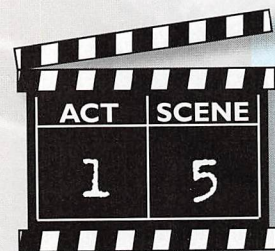
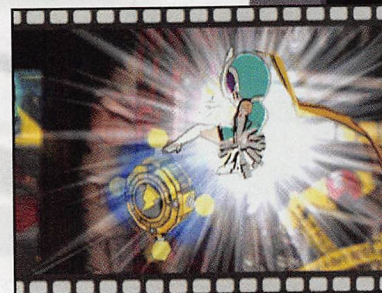


Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	4	Battle	Flaty x3, Flaty Polico x3	800/70

The lighting inside the factory is very poor due to constant electrical surges and, as a result, it is very difficult to see all of the enemies. Try to stay to the left of the screen to keep from being surrounded. Start a combo with one of the Flatys and kick each enemy upwards at an angle to get them to bash into the electrical nodes up ahead.

Use Silvia's Replay ability and the Coolblue Kick to bash through the electrical nodes for extra V-Points between waves of enemies. Carefully combo the pair of Flaty Polico that attack last. Try to knock them into the door near the area's entrance to keep them from flying through the air too far. This cuts down on time spent chasing after them.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	5	Battle	Flaty Polico x4, Gruen Jet x2	550/60



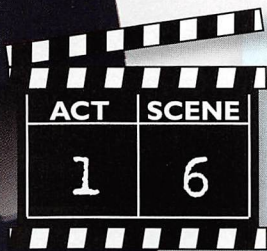
Double-jump into the air to get the Film Canisters high above the ground and continue to climb the spiraling rampway. Two Flaty Polico attack alongside a Gruen Jet up ahead. Use Slow VFX to ground the Gruen Jet and use him to start the combo. Leap into the air and perform repeat Coolblue Kicks to chain together the Flaty Polico for maximum V-Points.

A second wave of enemies just like the previous one attacks further up the hill. Use the Gruen Jet to initiate the combo once again, then go after the other foes. Don't forget to use Silvia's guns to blast the enemies as they fly out of reach.

VIEWTIFUL

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Scene Direction

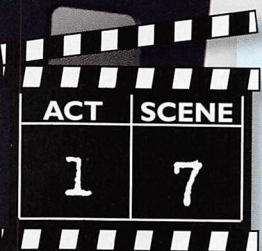
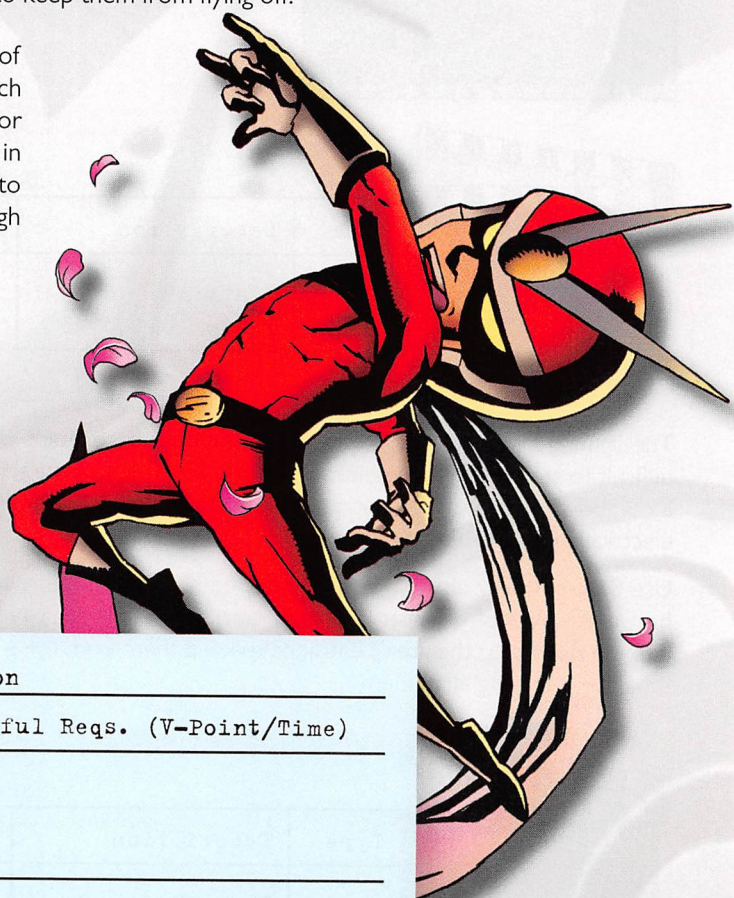
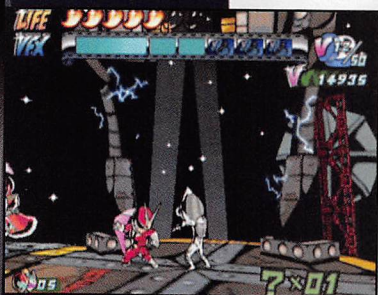
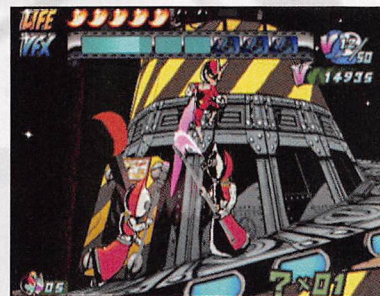
ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	6	Puzzle	Complete the electric circuit.	500/50

Continue up the hill to a large red lever. Ignore the lever for the time being and, instead, V-Touch over to Joe and sprint with Mach Speed to the top of the ramp to collect the Film Canisters unencumbered.

Return to the lever and perform a Slow uppercut to flip it into the up position. Electricity will now flow up the sidewalk to the two plugs high above the platform at the top. It's up to Joe to find a way to complete the circuit before the electricity powers down again.

First things first: A pair of Rosso-Rojo Death Scythes attack as soon as the lever is flipped. Lure one of them up the hill away from its partner and dodge its attacks to stun it. Smack it a couple of times with some light punches and kicks and then launch into the combo. Rosso-Rojo Death Scythes can each be hit two times as part of a combo, so try to hit them with Redhot Kicks to keep them from flying off.

Run up the slope to the top and stand just to the left of the center of the platform. Wait for a Flaty to approach and dodge its attack. Hit it a couple of times lightly for some extra V-Points, then use a Slow uppercut it in between the two electrical plugs above. Continue to hold the Slow button to let the electricity pass through the Flaty long enough for the factory walls to open.



Scene Direction

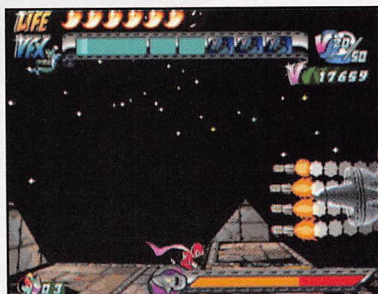
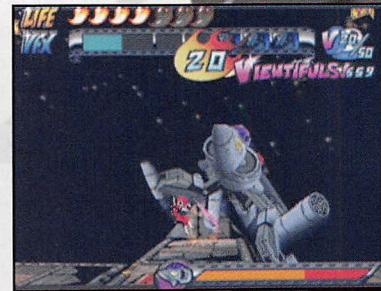
ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	7	Battle	Defeat the Harrier-Diver (1500 HP)	100/70

The Harrier-Diver looks at first to be just like the Harrier that Joe fought earlier, but it is most certainly not. For starters, it has legs. The other one definitely did not have legs. Nor feet. Secondly, this one has rockets, flamethrowers, and machine-guns. Lastly, this particular breed of Harrier does not need to rely on Flatys to get the job done for it. Oh no, this one is quite capable of mowing Joe and Silvia down itself.



There's no need to panic, however. It's possible to use this monstrosity's aggressiveness against it. The first thing the Harrier-Diver does is turn sideways and fire two rounds of rockets at Joe. Hop into the air, Zoom in, and start performing Slow spinning kicks. This knocks the rockets back at the Harrier-Diver and also causes quite a bit of damage.

Now it's time to run! After seeing its rockets fail, the flying beast turns to a more direct approach. It will first swoop in with its flamethrowers on to try and burn Joe to death. Double-jump over it as it flies by and Mach Speed run away from it. It will make another pass before actually trying to kick Joe with its club-toed appendages.



Use the powers of VFX to help escape the attack on Joe's person and move to the far edge of the screen again. Watch for it to turn sideways—this is its poker-like “tell” that it's going to fire rockets—and hop back into the air and start spin-kicking all over again. Keep up this plan of attack until the beast has been bettered.



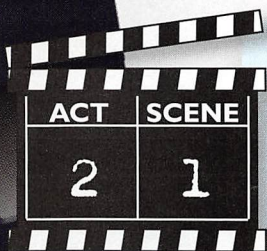
Those who are really struggling at this point should consider buying another **Life**, as even just one extra heart in the Life Gauge can really help sometimes. Everyone else is best off saving all of their Viewtifuls to buy the Ukemi in one of the upcoming Intermissions. Henshin A Go-Go Baby!

SAFETY FILM

VIEWTIFUL JOE™ 2

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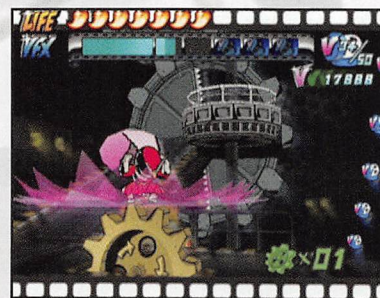


Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	1	Mechanical	Find a use for the golden gear.	2000/140

After that short respite, Joe now finds himself deep within a factory and surrounded by cogs and sprockets of all shapes and sizes. Immediately to his left are two enormous cogs. Leap onto the lip of the upper one and double-jump upwards to get the numerous Film Canisters high above ground.

Punch the Oct out of the air and continue down the ramp. Numerous Flatys and Flaty Polico will attack up ahead, so be prepared for them. First Joe must take care of the, ahem, metal gear. A golden gear is stuck in a slot in the floor and it needs to be knocked through to the floor below. Jump into the air and Zoom in to while using Slow VFX to enhance the power of Joe's ground trample. The force of Joe's impact knocks the golden gear through to the lower level.



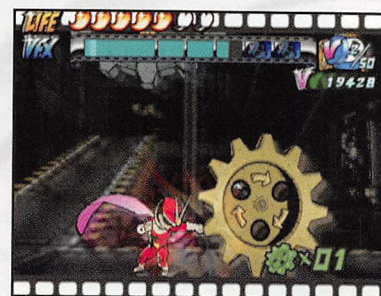
Dodging attacks on a sloped surface can be tricky, but try to ignore where the skull icon appears relative to Joe's body and crouch, or hop just like normal. There is plenty of time to meet the V-Point requirement for this scene, so try to combo as many enemies as possible. Slowly proceed down the ramp while battling wave after wave of enemies. Seek out a lesser foe, dodge its attack, and set into a combo. Use Redhot Kicks to keep them pinned down and to cover lots of ground fast.



CATCH THE WAVE

Having trouble meeting the V-Point requirement for a Viewtiful rank? Try luring the first wave of enemies further down the ramp before taking them on. This way, the second wave will start joining the fray while Joe is still working his initial combo. Try to get that X-Bonus up as high as you can before ending the combo.

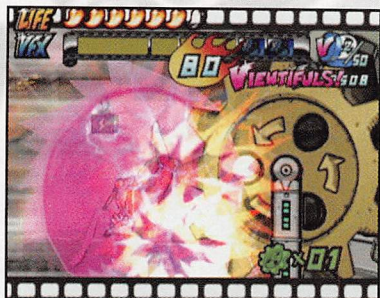
Joe is reacquainted with the golden gear once on the ground floor. Hop onto the gear and run with Mach Speed to the left to make the gear roll to the right (using Slow punches to knock it to the right also works). The gear automatically hops into place between the two other gears, but the machine needs Joe's help getting started.



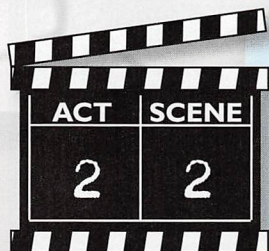
NOT SO FAST!

Don't start up the machine until all of the enemies have stopped coming. You'll never earn a Viewtiful rank if you don't get as many points out of all of the enemies as you can. They don't all have to be destroyed in a single combo, but you have to at least destroy them all. Preferably in just one or two combos...





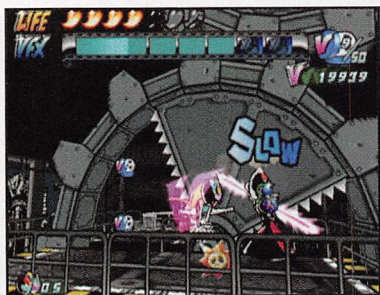
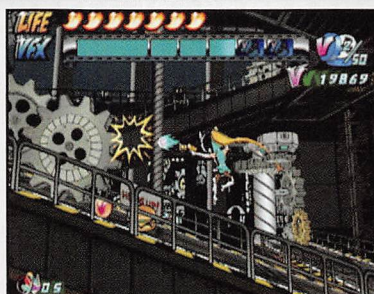
Zoom in on the ground next to the gears and begin spin-kicking. Keep spin-kicking (don't press the Slow button) until the gears are moving fast enough to complete the scene.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	2	Key	Get the key from the enemies.	900/50

Now that the machine is working, it's going to start raining cogs. Switch to Silvia and use her guns to blast through the smaller gears that roll down the ramp. Every third gear is very large and very indestructible, so be prepared to double-jump over it. Carefully climb the walkway back to the top—where Joe first entered the factory—by shooting and jumping through the field of cogs.

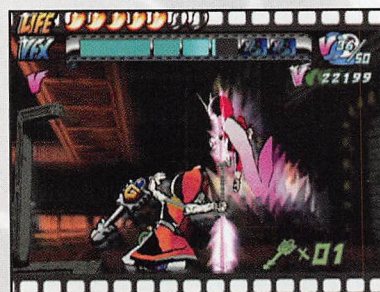
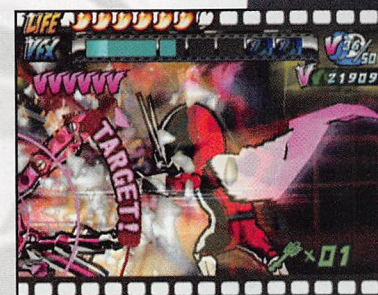


Silvia meets up with a Rosso-Rojo Double Sword on a platform beyond the falling gears. The Rosso-Rojo Double Sword can be used to initiate a combo, but Silvia must counterattack immediately after dodging its first attack to do so. Grab the Film Canisters above the baddie and show her what a girl and her guns can do. Slip through the serrated hole in the giant gear and board the platform.

V-Touch over to Joe and hold the controls to the Left to make him run clockwise around the platform as it threads itself downward on the spindle. Grab the Film Canisters on the way down, but beware of the electrified crate near the bottom. Run in the other direction by holding to the Right on the controls to avoid the crate.

The scene officially begins once Joe is off the platform. Infir, Infer, and Enfers attack first. First, they split up and start bouncing a volleyball back and forth to one another, but don't let this lackadaisical approach to battle fool you; these girls can lay a hurting on Joe.

Break up their game by rushing towards the two on the right and hitting them with a series of Slow, Zoomed punches. Joe can punch his way into a combo and that's exactly what he should do. As soon as the target icons appear, indicating that they are ready to be comboed, jump into the air and use Redhot Kicks to keep them from flying about.



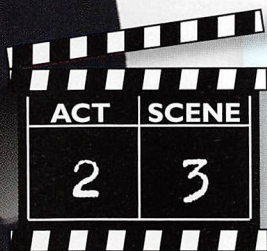
A Rosso-Rojo Double Sword appears near the punching bag. Allow the VFX Gauge to recharge and move forward to get into attack position. Start up a combo, get an X-Bonus of 2 via the Rosso-Rojo Double Sword and use Slow punches to ring up a bunch of V-Points from the punching bag. Get the key and proceed to the next scene.

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VIEWTIFUL JOE™

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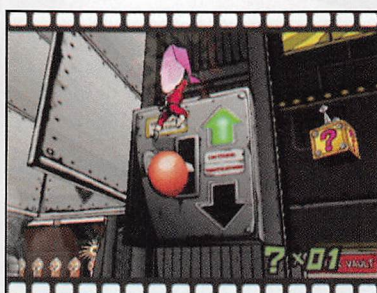
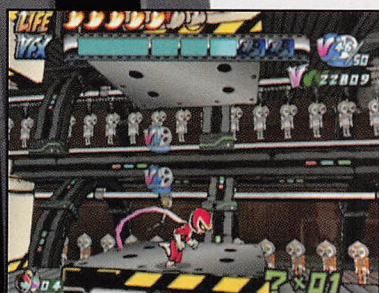
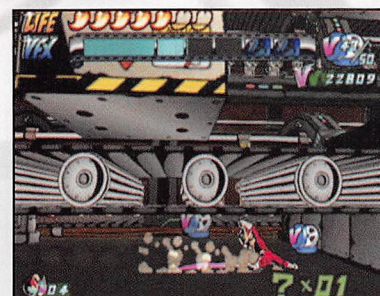


Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	3	Puzzle	Unlock the enormous safe.	900/100

Joe enters a large assembly room and is instantly attacked by several familiar foes. Dispose of them as quickly as possible and leap over the large disc on the floor to continue to the right.

Use the Sliding attack to collect the Film Canisters under the conveyor belt before running with Mach Speed to safely cross under the heavy presses. Sprint past the three presses, drop straight to the ground, and Slide under the second conveyor belt to collect more Film Canisters.



The large air collector up ahead sucks Joe back to the area's starting point if he doesn't use Mach Speed when running past it. Sprint safely past the giant air collector and jump onto the red lever beyond it. Leap into the air and use a Slow Zoomed dive to pound the lever into the "down" position. This reverses the flow of air in the large sucking apparatus. Now it's time to return to the left side of the room and get that disc!

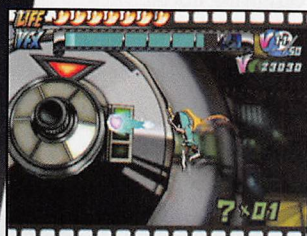
Collect the Film Canisters situated among the presses on the way back to the left. Additionally, Joe is attacked by a pair of Rosso-Rojo Death Scythes. This is Joe's big chance to earn some V-Points during this scene, so don't let it go to waste. Combo the Rosso-Rojo Death Scythes against the sides of the presses to rack up as many points as possible before moving on.

Sprint under the air collector and push the disc under it. The disc will be sucked up into the chute and transported to the far side of the area. There are over a dozen Film Canisters also in the chute that Joe can attempt to collect, but doing so on a single trip is extremely difficult, if not impossible, and repeat trips is very time-consuming. It's your call.



Roll the disc over to the right and hit it with a Slow uppercut to knock into place on the safe. Now it's time to enter the three-hit combination. Certain segments of the disc light up and it's up to the hero to knock the disc with just the right amount of force so that the lit segment moves to the top position. Switch back to Silvia and employ the following rules to open the safe.

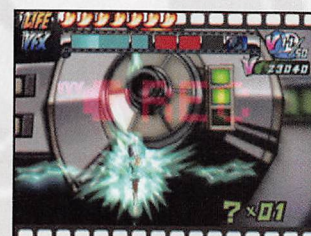
If the lit segment is one block from the upper position, shoot the disc on the side that is lit with a single gun blast. Do not use Slow or Replay.

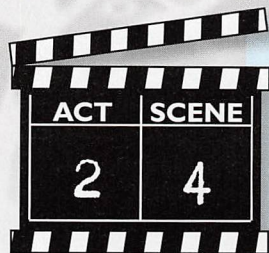


If the lit segment is two blocks from the upper position, shot the disc on the side that is lit with a single gun blast while using the Slow VFX ability.



If the lit segment is on the bottom of the disc and must be moved three places, stand directly underneath the disc, Zoom in, and perform a Slow jump while holding the Replay button.





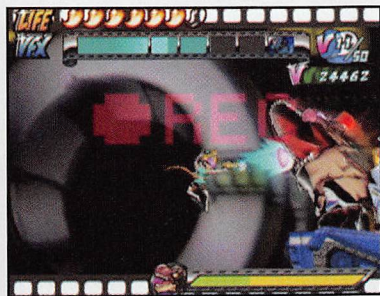
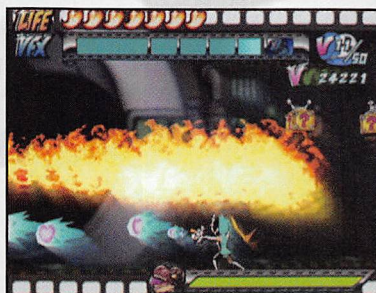
Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	4	Battle	Police Tank (2000 HP)	100/70

Silvia may have preferred to leave the safe closed when she sees what hops out of it! It's time to battle another dinosaur-driving tank, and this time it's the chief of police!

The Police Tank has a bit more HP than its predecessors and it also displays far less patience. Keep to the edge of the screen and use the same tactics that were employed while on the mine car.

The Police Tank starts by lobbing a single green barrel at Silvia. Shoot it back at it and use Slow to expand the barrel's explosion. The Police Tank's driver then breathes a wall of flame in Silvia's direction. Stand tall and avoid making any upward movements such as a jump or inadvertent uppercut punch; the flames will go right over her head.



When these first two attacks don't work, the Police Tank's driver will bow down, show his pearly whites, and lunge forward with a vicious snap to try and bite Silvia. Depending on where Silvia and the Police Tank are in the room, this may be her best bet for a counterattack. If near either edge of the room, try using a Slow double-jump to evade his lunge. The dino-driver will bang his head on the nearby wall and stun himself for a short while. Move in behind him, leap into the air, and fire off a series of Slow gun blasts.

The Police Tank still has one other trick up its sleeve. After spinning and bouncing around for a brief moment, it quickly turns red and fires a large artillery shell at Silvia. Listen for it to stop bouncing (it typically hops 3 times) and immediately hold the Slow button and fire at the shell to knock it back at the tank. Continue to hold the Slow button to enhance the damage it causes. Repeat these tactics until the Police Tank has been defeated.



Purchase the **Ukemi** for 30,000 Viewtifuls if you can. Otherwise, continue saving those Viewtifuls and buy this very helpful power-up with the spoils from defeating the next boss.

SAFETY FILM

VIEWTIFUL

SAFETY FILM

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BOSS BATTLE CYBER PHANTOM: CAMEO LEON

SCENE DIRECTION

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Cameo Leon (2500 HP)	100/200
Boss Attack		Damage Inflicted
Tongue Strike		1 Heart
Rockets		1 Heart
Flames		1 Heart
Laser Beam		1 Heart
Laser Grid		2 Hearts
Speed Roll		2 Hearts

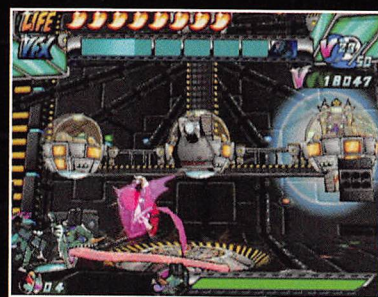


WHERE IS EVERYONE?

When Joe first enters the secret lair of Dr. Cranken, there is nobody to be seen. Take this time to collect the Film Canisters if all of them up to this point have been obtained. Locate the purple Rainbow Oscar on the floor and go to it. It moves from platform to platform around the room. Carefully follow it without hitting the electrified crates. Dr. Cranken finally show himself after Joe chases the Oscar around the room for a spell.

Cameo Leon is set to do Dr. Cranken's bidding, but the evil doctor isn't about to let his pet fight unassisted. Although Joe and Silvia need only concentrate on Cameo Leon, Dr. Cranken uses various weaponry to distract the heroes and create an unfair advantage for Cameo Leon. Fortunately, as you may expect, Dr. Cranken's attacks can be used against them.

Cameo Leon's primary weapon is his tongue and any attack by his tongue will be prefaced by three skull icons. Dodge the attack and quickly counter with some Slow, Zoomed kicks or punches. Cameo Leon disappears within two seconds after attacking, so your counter must be quick.



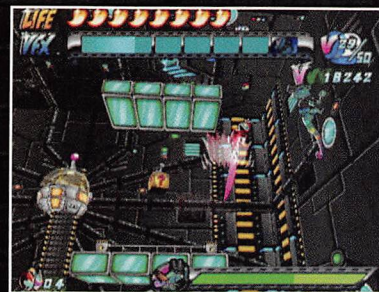
Dr. Cranken may not be a target, but his actions do play a large roll in how you fight Cameo Leon. Dr. Cranken is sitting in a mechanical chair that moves back and forth between four positions along the back wall. At each position is a different control panel that he uses to impact the battle. There are three control panels in a row along the bottom of the back wall, and a fourth above the lower one in the center.

When Dr. Cranken moves to the lower right position he'll fire four rockets at Joe. Let the rockets get close and use Slow, Zoomed kicks to knock them back at Dr. Cranken. If all four rockets are returned and strike a hit, both he and Cameo Leon become stunned. Quickly face Cameo Leon and hold the V-Touch button to use the Six Cannon while switching to Silvia.

Move to the center of the floor and wait to see where Dr. Cranken goes next. Chances are, it will be to the upper control panel. When he's at this station a large laser grid spreads across the room. Stand in the center and don't jump or run in any direction. Cameo Leon attacks, of course, but it is easy to dodge his attack and counter without touching the laser grid.

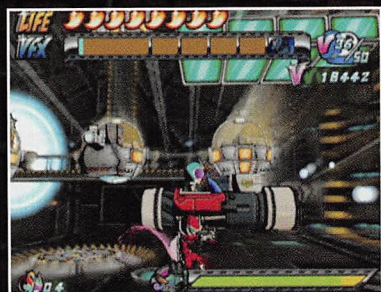
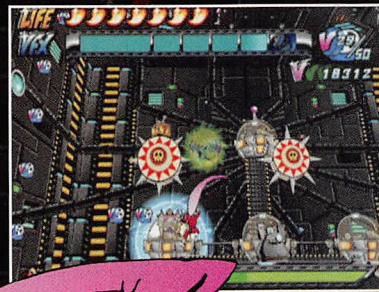
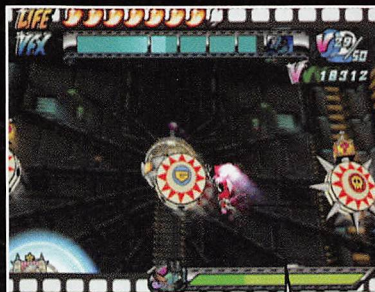


Dr. Cranken often moves to the lower center position. Don't worry about being attacked at this time; this is where Dr. Cranken goes to feed Cameo Leon. Listen for Cameo Leon to yell "I see you" and look to see which wall he begins to climb. Cameo Leon climbs up the left or right wall and Dr. Cranken lobbs him a snack. Quickly leap towards him and punch, or shoot, him a couple of times before the snack gets there. The treat falls to the floor for the hero to eat as Cameo Leon turns invisible—this is a great way for Joe and Silvia to maintain their health during the fight.

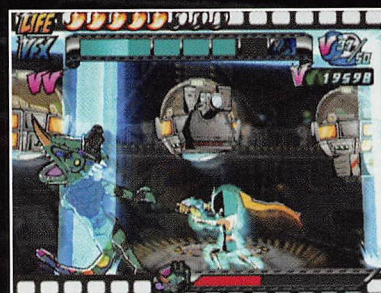


Dr. Cranken occasionally follows up his feeding attempt with a precision-guided laser beam. Watch for the reticule to appear near Joe and try to lead it towards Cameo Leon's location before it turns orange. The laser locks on and fires at the reticule's location when it turns orange, so get out of the way before it does!

Keep an eye on the back wall of the room for Dr. Cranken to move to the left-hand control center, as it is Joe and Silvia's big chance to dish out some serious damage! Three white pinball-like bumpers appear in the center of the room. Use Slow kicks to hit each of these bumpers to get their spikes to extrude. About this time, Cameo Leon curls up in a ball and starts bouncing all over the place. Use a Slow Redhot Kick, or Slow Zoomed jumps and dives, to knock Cameo Leon out of his pattern and into the spiked bumpers. With some luck and good timing, Cameo Leon repeatedly bounces back and forth between the bumpers, constantly impaling himself on the spikes!



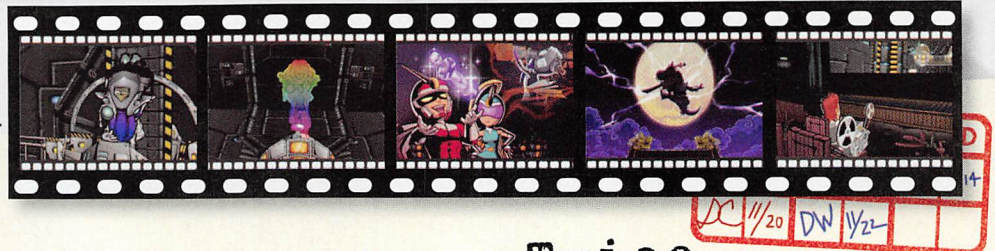
As was the case with the rockets, using the spiked bumpers against Cameo Leon cause him to become stunned after the bouncing is over. Stand on the ground facing him and press and hold the V-Touch button to call on the Six Cannon. Press the Slow button to exaggerate the blast and cause more damage.



Joe and Silvia will prevail in this battle so long as they dodge the numerous attacks thrown at them, and occasionally reverse a few of them to their advantage. It's very difficult to finish this battle within the time requirements for a Viewtiful ranking, but it is possible if you work fast and don't let any opportunity pass you by.



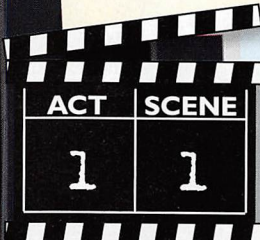
FILMOGRAPHY



Thunder Boy Lives Twice

Dr. Cranken's pet lizard proved to be no match for Joe and Silvia, as the fearless duo were able to wrestle the Rainbow Oscar from its grasp in mere minutes. Cameo Leon went down with a fight, but not before spilling the beans on the mysterious Black Film. Not only are Dr. Cranken's forces working to steal away happy endings, but they have forged a special film that will spread evil throughout Movie Land.

Joe was content to let Dr. Cranken escape in hopes of having him lead the way to his next location, but Joe became distracted by the beauty of the Rainbow Oscar. They don't know where the mad scientist went just yet, but Jet has several glowing films left to choose from. And, without a moment's hesitation, Joe's dad loads a red film onto the projector.



Scene Direction		
ACT	SCENE	
1	1	
Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Flaty Goyo x6, Gruen Jet, Gruen Air	1800/60

Joe enters the film and finds himself in a traditional Japanese garden. A wave of Flaty Goyo are poised to attack on the bridge above the creek. Wait on the near side of the bridge for one to draw close and use it to start a combo. Chain the others together with Redhot Kicks, while moving across the bridge to the right.



A second wave of enemies attacks. Take out the Flaty Goyo first and, if convenient, either the Gruen Jet, or Gruen Air. Leave one of the enemies alive for now and locate the dilapidated portion of the bridge. Break through this section of the bridge by leaping into the air and Zooming in during the descent. Bust open the pink crate to collect 600 Viewtifuls before heading back up top to defeat the last enemy.



Scene Direction		
ACT	SCENE	
1	2	
Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Flaty Goyo x9, Rosso-Rojo Death Scythe	1200/80

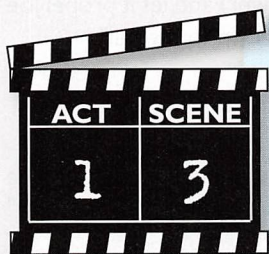
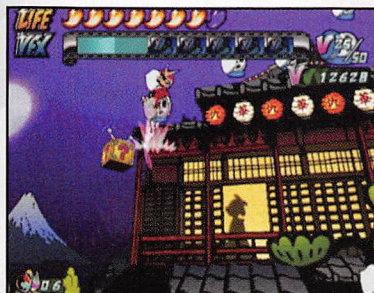
A gang of Flaty Goyo attack near the multi-roofed buildings up ahead. The V-Point requirements are pretty stiff for this scene, so try to get at least two enemies dazed before launching into the combo. This makes it possible to get even more points in before piling on the X-Bonus.



HIDDEN CRATES

There is a small orange crate behind the barrels to the left of the building, and also a large crate behind the curtain in the center of the building. The former contains a Cheeseburger and the latter an extra **L.I.V.** Wait until the only enemy left is the Rosso-Rojo Death Scythe and use it in front of the curtain to get the hidden item; the other enemies crumble before Joe's mirages reach the crate.

There's plenty of time to collect the numerous Film Canisters after the battle, so stick to the ground level for now. Flaty Goyo join the fray one at a time to replace those that have been defeated. Finally, a Rosso-Rojo Death Scythe emerges from the shadows. Let the VFX Gauge recharge and attack the Rosso-Rojo Death Scythe with Mach Speed punches to break the crate in the background.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	3	Puzzle	Destroy the idol parade.	10/50

A small pagoda-shaped idol is being paraded back and forth in the street on the arms of several faithful servants. A small army of soldiers quickly march back and forth in an effort to protect the idol with their spiked clubs. There are three switches that must be hit to destroy it, and each of them must be hit three times. Sounds like a job for Silvia!

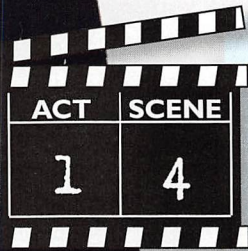


Hit the V-Touch button to switch to Silvia and hop into position on the rooftop above the idol. Wait for the guards to move out of the way and drop onto the carrying device. Quickly perform a Replay kick to strike one of the switches on the side. Leap over the top of the idol to the other side and repeat this attack.



The third switch is on top of the pagoda. Kick it once to remove the black cloak, then leap back onto the rooftop. Wait for the idol to approach and jump into the air, Zoom in, and hold the Replay button to triple-smash the switch.

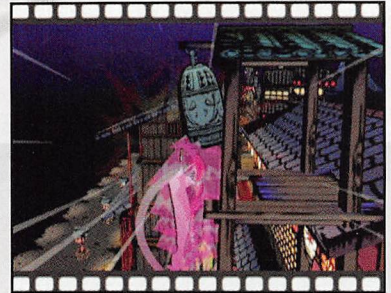
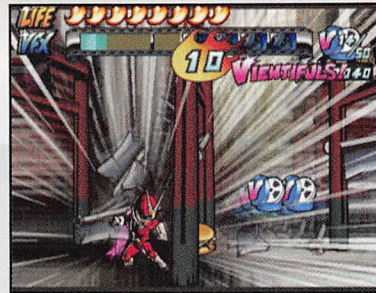




Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	4	Battle	Destroy the UFO (1750 HP)	200/80

A Black Ninja emerges on the roof above Silvia after she destroys the idol. Quickly switch back to Joe and prepare to dodge a series of attacks, then quickly counter with one of your own. Additional enemies will also attack. Dispatch them at your leisure while making sure to explore each of the many rooftops in this area. Several crates contain Film Canisters and a large pink crate atop the building contains hundreds of Viewtifuls.



Up ahead lies a row of guillotines and a small handful of Oct. Use Slow, Zoomed punches to bust apart the guillotines and fill up on the Cheeseburgers that are dropped. Leap onto the springboard (near the bell tower) and let it propel Joe into the air. Zoom in on the way down, hold the Slow button to enhance the rebound, and soar up to the bell.



Ringling the bell signals a large UFO to appear in the nearby street, and it doesn't come alone. The scene is set to officially begin. Quickly switch to Silvia, and use her guns to blast the Space Gunman "Blau-Topo" before it can get off its attacks.

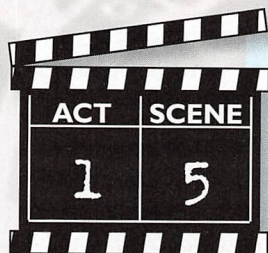
In addition to deploying a steady stream of Flatys, the UFO drops firebombs as well. Bust open the buckets of water to stay cool, and avoid stepping in the flames if you can help it.

The only way to defeat the UFO is to use its Flaty army against it, much like was done with a Harrier previously. Dodge one of the Flaty's attacks, and use Slow uppercuts to send them flying into the night sky as if they were Silvia's own personal missiles.



SAFE FROM FIRE

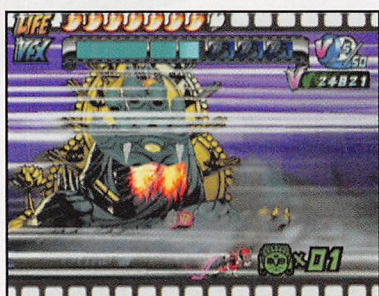
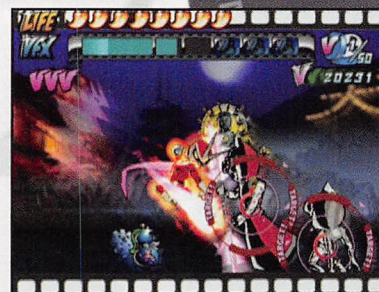
If you're having trouble keeping out of the flames, try launching your attack from the air. Double-jump into the air while holding the Slow button and use kicks and gun blasts to knock the firebombs and Flatys back at the UFO from mid-air.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	5	Key	Destroy the DIE-BOO 2 statue.	300/80

Leap up and over the building to the right and break the orange crate to score a Full Meal. Drop into the field on the other side and take a few moments to rack up some extra V-Points at the expense of the Flatys, Black Ninjas, and Rosso-Rojo Death Scythe that attack. Try to isolate a Black Ninja and use the Mach Speed attack to break open the pink crates in the background.

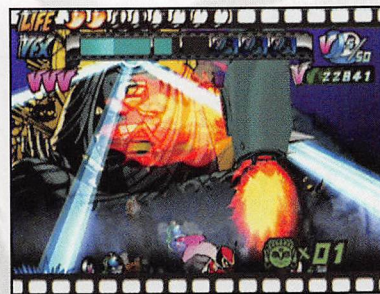


The heroes soon realize that they cannot advance to the right without first destroying an enormous golden DIE-BOO 2 statue. But, unlike most effigies associated with the holy DIE-BOO 2, this one is brimming with unbridled aggression.

Destroying the DIE-BOO 2 statue is a difficult task, but those with a calm head and a steady hand should prevail. The statue defends itself with a cycle of repeating attacks and maneuvers. Putting this pattern to use against it is the only way it can be bested.

The field in front of the statue is prowled by a giant moving hand. The hand starts out horizontal and moves back and forth across the field until over Joe's position. It then quickly drops to the ground in an attempt to squash him like bug. Use Mach Speed and the Sliding attack to quickly escape this hazard.

Each time the hand goes horizontal, another batch of enemies falls from the sky and attacks. Try to combo these enemies if possible, but it is far more important to stay out of the hand's impact zone. Fortunately, the hand can be stopped for several seconds by hitting it with a powerful Slow punch, kick, or dive. Freeze the hand and go after the enemies on the ground.

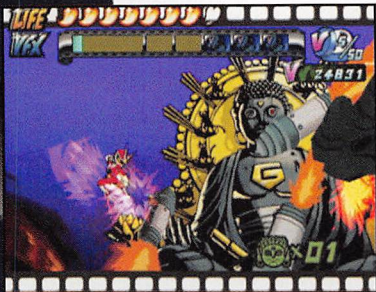


The next stage of the battle is the most deadly. The hand turns vertical and sweeps back and forth across the field with rockets flaring out underneath it (avoid the flames) Large spikes also protrude from the front of it. As if this wasn't dangerous enough, the DIE-BOO 2 statue emits a series of powerful lasers that sweep across the ground in a rotating pattern.

Joe can duck under the hand (and its flames) as it passes by, but the enemies on the ground and the lasers still pose a threat. Instead, leap into the air and use a Slow Redhot Kick to pause the hand. Now Joe can double-jump over the lasers as they streak by. Only the portion of the laser that touches the ground can harm Joe, so don't worry about getting caught by one while in the air.

VIEWTIFUL

SAFETY FILM



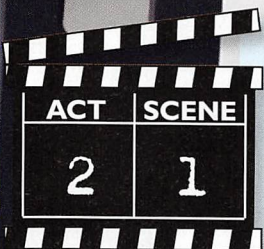
Now it's time to go on the offensive! The giant hand returns to a horizontal orientation and becomes intent on slamming itself down on Joe. Use a Slow Zoomed jump to bring it to a standstill and turn to concentrate on the missiles the statue is launching.

Joe can punch and kick each of the missiles back at the DIE-BOO 2 statue with little trouble—he needn't even use any of his VFX powers to do so! Watch for the missiles to near the statue and then press and hold the Slow button to exaggerate their blast. Little by little, each missile will reduce the statue to rubble.

The pattern described here should repeat until either Joe or the statue is no more. The speed at which the hand moves, the toughness of the enemies, and the speed and number of the lasers all constantly increase as the DIE-BOO 2 statue becomes more and more damaged. Work to stop the hand, avoid the lasers, and return the missiles and victory will be achieved.



Purchase the **Ukemi** (30,000 Viewtifuls) if you hadn't done so previously. If there are enough Viewtifuls left, consider buying an extra **Life** or even the **Mach Speed Level 2** upgrade (10,000 Viewtifuls). Joe and Silvia can rack up nearly 100,000 Viewtifuls between now and the next Intermission so don't worry about having to continue saving for upgrades—a giant shopping spree is coming up after these next few scenes!

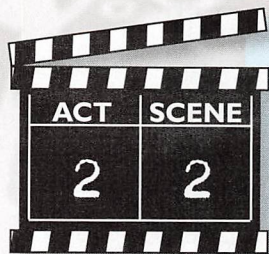


Scene Direction			
ACT	SCENE	Type	Description
2	1	Key	Defeat the enemies to get the key.
		Viewtiful Reqs. (V-Point/Time)	
		1000/60	

Joe enters the pagoda and is immediately met by a group of hostile Flaty Goyo. Crouch down to avoid their projectile attacks and let them continue to draw towards the door Joe just came through. Daze an enemy and start a combo with a Slow uppercut in the middle of the entryway. A crate high above the floor, in the center of the tall shaft, contains a bottle of red VFX juice. With this item, Joe can experience nearly a minute of unlimited VFX!



Hold the Slow and Mach Speed buttons down to keep the combo going for the remainder of the scene. Rush up the steps to the right and batter the Black Ninja and other enemies against the blue and white wall to increase the X-Bonus. Continue bashing the enemies to pieces until the key is in Joe's possession.

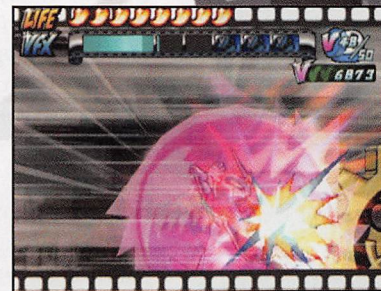


Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	2	Puzzle	Return the 3 artifacts to the trophy room.	4000/300

The blue and white wall rotates to reveal another room with a good many more Flaty Goyo. Start up another combo and continue using the unlimited VFX that was obtained in the previous scene. After the baddies have been defeated, and the Film Canisters collected, approach the golden gear on the right. Perform a series of Zoomed spin-kicks at Mach Speed to lower the ladder and to also break open the nearby crates for several items, a Full Meal, and an **L.I.V.**

Up the ladder lies the most complex of all of the puzzles in the game, but Joe has five full minutes to complete it on Adult mode, so there's no reason to rush. There are three rooms that rotate in a clockwise pattern, with two always being on the bottom and one straddling them above. Two of the rooms have levers that can be used to make the rooms move. Each room has its own unique entry point, whether it be a hatch in the floor or ceiling, a gate, or both. The test is to find the three artifacts scattered throughout these rooms (and their outskirts) and return them all to the white trophy room.



ENEMIES ABOUND

One look at the V-Point requirements for this scene is all it takes to know that there are going to be plenty of enemies to fight. And there are! Use the tactics employed throughout the game thus far to handle them while trying to earn as many points as possible. Remember, there's plenty of time to solve the puzzle, so take a minute to safely destroy all of the bad guys before moving on.

Two of the three rooms look incredibly similar, but they have one big difference between them. The room that Joe first climbs the ladder into has an open gate on the left and a lever on the right. The room to the left of it has a locked gate on the right and a lever on the left. The first of these two rooms is your only way to explore the side areas where two of the artifacts are. On the other hand, the room with the locked gate has the hatch in the floor that overlaps the trophy room. Figuring out how to collect the artifacts and move them from one room to another is the challenge presented to you. Read on for step-by-step instructions on how to solve this puzzle.

Climb the ladder to the room with the lever on the right and spend a minute battling the enemies that come marching in through the double doors. Zoom in and jump to flip the lever. The rooms will all shift clockwise one space.



Exit this room through the open gate on the left, jump up, and Slow punch the sword sticking out of the wall. The sword falls down towards the entrance to the building. Use Silvia to shoot the target on the right and jump through the hole to fetch the sword. Several Black Ninjas attack on the ground so be ready for a fight.



Push the sword towards the ladder and watch as the rooms above all return to their initial positions. Slow uppercut the sword to knock it onto the ladder. Follow this up with a Slow, Zoomed leap to knock it through the hole in the floor above. Climb the ladder to the room above and push the sword into the room to the left where the shell is. Now, return to the previous room.



SAFETY FILM

VIEWTIFUL JOE™ 2

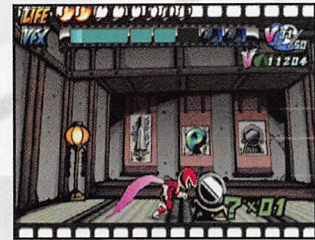
SAFETY FILM

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Hit the lever in the room above the ladder twice to move into the upper position. Exit the room through the gate on the left, and leap from the gear to the attic above. Hit the center of the chains with a Slow kick to free the mirror. Push the mirror past the gear and into the room with the lever. Flip the lever once to return the room to the lower-right position.



Push the mirror into the room with the shell (and the sword) and flip that room's lever to rotate the room into the upper position. One by one, push each of the objects into the hole in the floor and knock them through with a Zoomed dive (do not use Slow VFX). Drop through the hole and push each artifact in front of its matching picture on the wall to complete the puzzle.



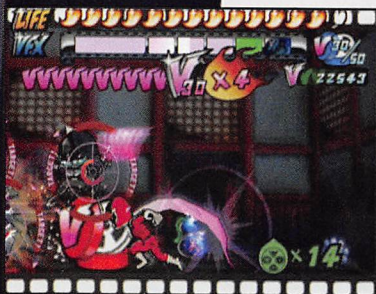
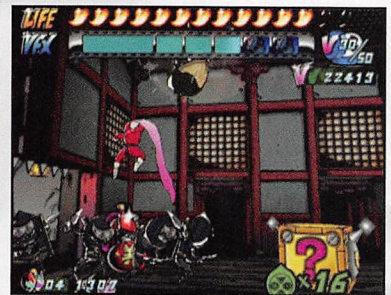
Exit the trophy room by double-jumping out through the hatch in the ceiling. From there, Joe can either go directly to Scene 3 by exiting through the now-unlocked gate on the right, or he can hit the lever in this upper room to shift the room into the lower-right position. From there, he can enter an entirely optional, yet profitable, Bonus Scene.

Scene Direction

ACT SCENE
Optional
Bonus

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Black Ninjai x12, Black Death Scythe x4	10,000/200

An army of Ninjais await Joe inside this secret area. Immediately leap into the air and break the crate nearest the door to find a red bottle of Unlimited VFX. With this in his possession Joe can combo the entire enemy army. Run to the far side of the room to create a little breathing room and start a combo by confusing one of the Ninjais.



Use Redhot Kicks, punches, uppercuts, and Sliding attacks to bust apart each of the enemies that appear in the room. Joe can certainly earn over 20,000 Viewtifuls in this single scene, so long as he doesn't let go of the Slow button. Break open the two other crates to find a Red Film Canister and a Full Meal.

Scene Direction

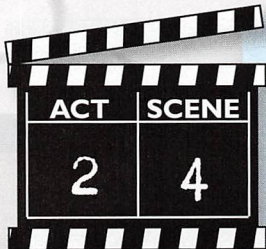
ACT SCENE
2 3

Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Light the second candelabra.	200/30

Quickly combo the two Flaty Goyo that attack near the room's entrance to meet the V-Point requirement. Leap over the burning candles to the center of the room. Joe and Silvia must work together to light the second candelabra.



Use Joe to attack the lit candelabras with Mach Speed punches. Continue punching them until he is fully ablaze. Quickly tap the V-Touch button to transfer the fire to Silvia and hit the unlit candles with a Replay kick. Hitting them with the equivalent of a flaming triple kick lights all three candles simultaneously.

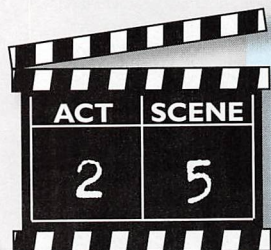
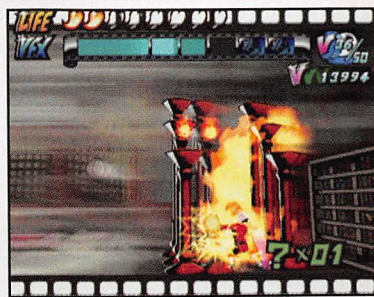


Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	4	Puzzle	Light both candelabras.	700/40

A pair of Ninjas are waiting for Joe and Silvia inside the next room. Dodge the attacks of the one nearest the door and punch him a couple of times to start the combo. Chain several hits on each Ninja to get an X-Bonus of at least 4.

Move Joe between the two candelabras and use Mach Speed punches to set him ablaze. Quickly switch to Silvia and perform a Zoomed spin-kick while holding the Replay button. Silvia spins and kicks both candelabras simultaneously and her Replay feature takes care of the rest.



Scene Direction

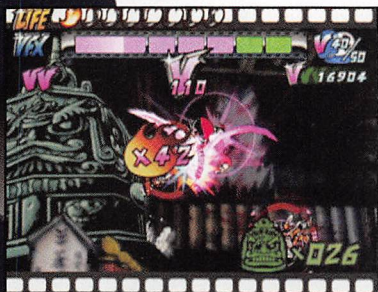
ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	5	Puzzle	Ring the bell 108 times.	30000/200

Scale the tall shaft by leaping from the tree branches that protrude from the sides of the wall. Each branch can only support the hero's weight for a moment, but it gives just enough resistance to allow for another quick jump. Double-jump through the opening in the ceiling to be thrust into the largest battle in Joe's brief history!

The bell at the top of the tower is very large and must be rung 108 times to complete the scene. That task is secondary. Joe will be met in that room by numerous enemies of all types, but mostly Rosso-Rojo Death Scythes. Quickly leap to the right and break open the large crate to find a red bottle of Unlimited VFX.

Move to the right-hand side of the room and initiate a combo off the nearest enemy. Now press and hold that Slow button and don't let off until every last enemy has been destroyed! Use Redhot Kicks, uppercuts, punches, kicks, and any other attack you want so long as the Slow button is not released.





Many of the enemies can withstand two hits before crumbling to the ground. Try kicking them in the direction of the bell and chasing after them with a Redhot Kick. Experiment with the various angles that Joe can attack from and try to ring the bell as often as possible. It is not unheard of to get an X-Bonus of over 40 during this scene.

ONLY 9,999 VIEWTIFULS?

Don't let the 9,999 Viewtifuls tally fool you! That score is the highest score that the on-screen points display can show, but your true points accumulation is totaled up behind the scenes and applied, correctly, to your total Viewtifuls stash. Expect to score in the order of 50,000 Viewtifuls during this one scene.

Turn your attention to the bell only when the enemies cease to appear. Leap over the bell to the far side (another crate with Unlimited VFX is here) and Zoom in. Perform a dizzying array of Mach Speed spin-kicks to continue hitting the bell until it has been rung 108 total times.



The time has come for one Viewtiful shopping spree. Those who succeeded in following the tactics above for both Scene 5 and the Bonus Scene will have nearly 100,000 Viewtifuls to spend. With that much loot, you can purchase any power-up your heart desires. And you should!

For those who want an ounce of direction, keep reading. Consider purchasing the **Viewtiful/Sexy Forever**, **Mach Speed Level 3**, **Desperado Level 2**, **Air Joe/Silvia**, a **Life**, and at least one **Take Two**.

ACT

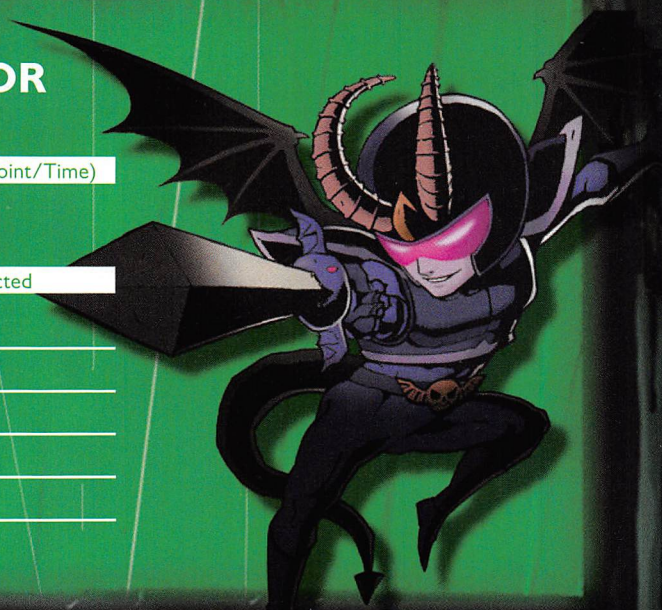
3

BOSS BATTLE BLADE MASTER:ALASTOR

SCENE DIRECTION

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Alastor (1000 HP)	500/400

Boss Attack	Damage Inflicted
Flying Swords	1 Heart
Electric Bolt	1 Heart
Demon Stones	1 Heart
Sword Slash	1 Heart
Sword Dash	2 Hearts



Alastor is back for a rematch and those who fought and beat him in *Viewtiful Joe* know what to expect. Oh, he's learned a couple new tricks, but nothing to get too worried about.

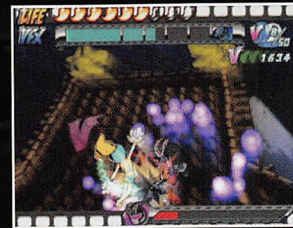
Alastor has several attacks that he'll use throughout the battle and all but one of them can be interrupted by firing Silvia's guns at him. Like many foes in Movie Land, Alastor has a tendency to scream very telling outbursts before some of his attacks. For example, when he yells "air raid" it means that he is going to move to the center of the roof and attack with sweeping electric bolts. Move to the middle of the wider section of roof and double-jump over the hazards as they converge. They'll sweep back and forth across the roof a total of four times.



Another attack prefaced by an audible cue is his dashing sword thrust. Listen for him to yell the word "stinger" and quickly leap into the air. Alastor streaks across the floor with his sword out in a thrusting manner. After a couple of attempts at this he'll commonly disappear and reappear right next to Joe or Silvia for a close-range sword slash. Be ready to dodge the attack according to the skull icons and counter before he vanishes again.

Alastor's most popular attack, however, is one in which he summons various swords and demon stones to do his bidding for him. It's very easy to interrupt this attack by shooting him with Silvia's guns, but the swords can be used against him. Let the swords get close and use Slow spin-kicks to knock them back at him. These homing swords seek him out and cut him good—especially if the Slow VFX ability is being used as the swords hit home.

As for the demon stones, they bob up and down and emit a bolt of electric current that can prove quite dangerous. Take these out whenever possible with Silvia's guns, or even a Slow, Replay kick. The demon stones aren't all bad; they do yield VFX juice and the occasional Cheeseburger.



NEW SKILLS

It's important to not forget that the heroes likely have two new abilities at their disposal: the Ukemi and the Viewtiful/Sexy Forever. These two power-ups can go a long way in helping to keep Joe and Silvia alive. Remember to Zoom in right before touching the ground after being hit and during V-Dodge.

The best way to tackle Alastor is to use Silvia's guns to keep him on the run. Watch for him to hover in place in the air and leap up and shoot him down with some Slow gun blasts. Let the VFX Gauge recharge and immediately jump back into the air and hold the V-Touch button to prepare the Six Cannon. Alastor commonly returns to this sword-summoning position within moments and he'll be right in the line of fire.

Continue to use these tactics to finish off Joe's nemesis once and for all. Or so you think...





BOSS BATTLE UNDERWORLD EMPEROR:ALASTOR

SCENE DIRECTION

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Alastor (2000 HP)	Continued
Boss Attack		Damage Inflicted
Flying Swords		1 Heart
Demon Stones		1 Heart
Sword Slash		1 Heart
Vortex		2 Hearts



Jet changed films a bit prematurely and he accidentally started playing the Black Film. Not only is evil spreading throughout Movie Land, but the Black Film also made Alastor stronger! Joe certainly has his work cut out for himself now!

As far as fighting a rejuvenated Alastor is concerned, it's not all bad. The good news is that this version of Alastor fights very similarly to the version you're familiar with. The bad news is that he's faster, stronger, less predictable, and has twice the HP!



AVOID THE LOWER WALKWAY

There are a lot of Film Canisters on the balcony below the upper roof, but try to stay out of there as much as possible. Joe and Silvia are sitting ducks on the balcony and can be easily injured by the demon stones and by Alastor's vortex attack. Double-jump back to the roof right away should the hero land on the balcony.

Continue to rely on Silvia and her twin guns for most of the battle against this darker version of Alastor. He won't bother with his "air raid" attack any longer, nor will he dash across the roof with his "stinger" move. Instead, this version of Alastor yells out the word "vortex" and blasts through the air like a cyclone. He'll typically repeat this attack four times consecutively before moving onto one of his other attacks.



Each of Alastor's attacks can be brought to an end with a well-aimed, Slow motion gun blast. Never let Alastor out of your sight, and try to follow up each attack with a Replay kick or shot from the Six Cannon if possible. Also, don't forget to take a moment and blast the demon stones whenever they appear, since they provide a steady source of Cheeseburgers for the hungry heroes.

Alastor won't always return to the air after being knocked down, but you should always be ready to fire the Six Cannon nonetheless. Hold the V-Touch button down after leaping into the air once. Try to make any last-second adjustments to your aim to make sure it's facing Alastor. Should he stay on the ground, or go elsewhere, tap the Jump button to complete a belated double-jump to cancel out of the Six Cannon attack. Performing a last second Coolblue Kick also works.



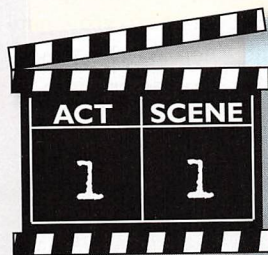
FILMOGRAPHY



Ice Edge

Joe doesn't have time to sit around and socialize with defeated archrivals, but he doesn't mind taking a moment to revel in the joy of winning, err, obtaining another Rainbow Oscar. Joe is becoming quite a decorated star and owes no small part of it to Silvia. After all, even the best stars fall flat on their face with a good supporting cast!

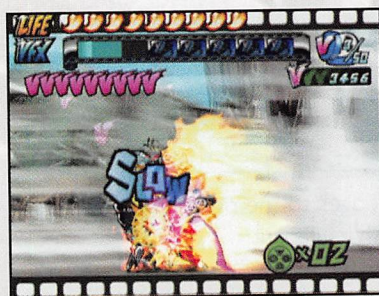
Celebration time is over; there are still more Rainbow Oscars to find! Jet does his part by smashing the Black Film as Joe and Silvia head off to search the farthest and coldest corners of the world. Anybody up for a snowball fight?



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	1	Battle	Ninjai x2, Gruen Jet, Flaty Eskimo	600/40

Joe begins this movie at the base of a tall ice-covered mountain. This is no time to get cold feet, though, as four enemies move in to attack just as Joe takes a step forward. Let the two Ninjais move in and use one of them to start a combo. Hit each of them once and leap into the air and kick the Gruen Jet to up the X-Bonus.



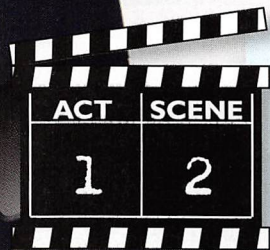
Let the VFX Gauge recharge while the enemies regroup and attack a second time. Finish off one of the Ninjais and the Gruen Jet and end the combo. Attack the remaining Ninjai with Mach Speed punches so as to break the crate in the background. The **L.I.V.** that appears should come in handy later.

The final enemy in this scene is on the icy cliff to the right and he'll be lobbing Molotov cocktails in Joe's direction. Either use Silvia's guns to destroy him from afar or use the ledges to his left to leap up and over him. Zoom in on the way down and exacerbate the impact with Slow VFX.

FILM CANISTER ALERT!

It's extremely important to collect every Film Canister in the opening Act, as there is exactly enough to yield two VFX Gauge upgrades. Having both of these upgrades makes the final scene in this Act considerably easier, especially on Adult mode, given how fast the VFX Gauge drains. Take a moment whenever possible to scour the area for overlooked Film Canisters before moving on.





Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	2	Puzzle	Make a giant snowball bridge.	600/80

One of the enemies escaped to the far side of the crevasse by rolling an enormous snowball into the void to act as a bridge. The steamy updraft melted the snowball before Joe could cross, so he's going to have to forge one of his own.

Before Joe can start playing in the snow, he needs to eliminate the enemies that have come to ruin his fun. Start a combo with the Rosso-Rojo Death Scythe and keep it going until it and the Flaty-Eskimo have been defeated. The seed for Joe's snowball will appear in the cave on the above ledge, but first there is the matter of a mortar-firing Ninjai to deal with. Don't waste any time with this dangerous foe and bust him to pieces with Slow, Zoomed punches.



Jump to the ledge where the small snowball has appeared and push it down to the ground to the left. Position the snowball below the snow-covered tree branch and continue to jump up through the branch to knock snow from it. The snowball continues to grow until it can barely fit under the ledge to the right. Keep knocking snow onto it until it stops increasing in size. Roll it into the crevasse to complete the scene.

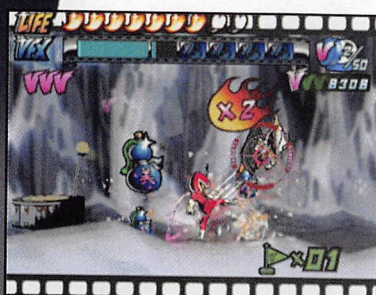


Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	3	Finish Line	Climb past the avalanche.	1000/120

Feel that rumbling? That's the avalanche headed your way! In this scene Joe must fight a small group of enemies while simultaneously avoiding nature's greatest force on land. Being hit by the avalanche won't actually harm Joe, but it can sweep him down the mountain and can also cause him to be hit by his foes.

Quickly use the enemies at the base of the mountain to start a combo and kick one of them at the Flaty-Eskimo on the stepped ledges to the right. Collect the Film Canisters from the ledges above and proceed to the inactive jet-platform where the path levels out.



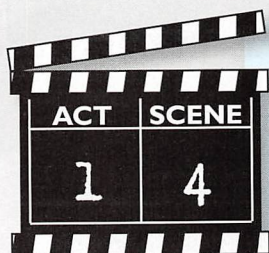
Use Slow double-jumps to stay in the air long enough to avoid the avalanches, which rumble past every 8 seconds. Several waves of enemies attack at this point. Continue to defeat them, comboing each wave separately, until a Ninjai appears with a remote control. Quickly destroy this linchpin enemy with Slow, Zoomed punches and grab the remote control.



DAZED AND FROSTBITTEN

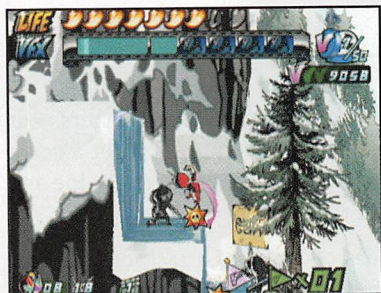
It's perfectly fine to daze an enemy and leave him standing there confused while Joe flees to avoid the avalanche. The avalanche doesn't push enemies around and, best of all, it doesn't bring them to their senses. The enemy is just as Joe left him after the avalanche passes.

The jet-powered platform springs to life the moment Joe takes possession of the remote control. Use short bursts of Slow VFX to give its booster rocket some thrust to get it off the ground and around objects while leading it to the right. Guide it to the right-hand edge of the path and hop on. Use the Slow VFX power to really increase the thrust of the booster and release the button to fly up to the finish line for this scene.



Scene Direction

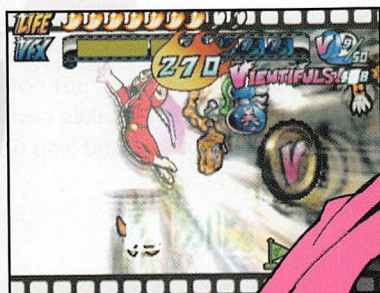
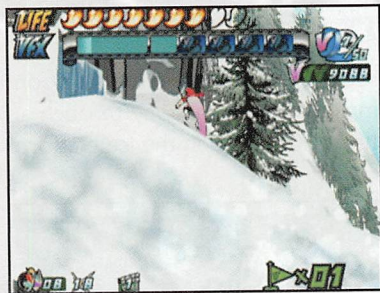
ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	4	Finish Line	Continue past the avalanche.	500/50



The avalanches continue to rampage down the mountain and the ledges are starting to get pretty slick. Despite this added difficulty, Joe must continue to stick the jab. A pair of Ninjai leaps down the mountain to attack Joe on one of the narrow steps. Try to isolate one from the other and quickly launch into a short two or three-hit combo before another avalanche comes. Uppercut one of them to snag the Film Canisters high above and quickly leap to the ledge above for a brief reprieve from the snowstorm.

A third Ninjai tries to join Joe on this tiny, ice-covered ledge. Zoom in for a few Slow punches to earn some additional Viewtifuls, but don't waste too much time fighting him. In fact, it's possible to hold the Slow button down and allow him to hit Joe to trigger the V-Dodge. Quickly Zoom in and blow the baddie apart with the Viewtiful Forever attack.

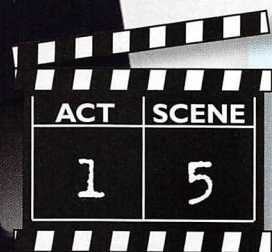
The Film Canisters up ahead are aligned in a downward angle—perfect for Joe to collect with a Redhot Kick. The only problem is that the steam rising up out of the crevasse is too gusty for Joe to pass. He must time his leap with an oncoming avalanche. The avalanche briefly covers the crevasse and make it possible for Joe to continue to the flag.



VIEWTIFUL JOE™ 2

SAFETY FILM

75



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	5	Battle	Flaty x4, Rosso-Rojo Death Scythe, Rosso-Rojo Double Sword	900/80

There are no more avalanches to worry about, but that doesn't mean the natural hazards are behind you. The ground in this area is sheer ice and any quick movements make for a slippery adventure.

Two waves of enemies will attack on the icy ledges up ahead. Stay on the lower of the two and use the ice wall on the left to brace against to keep from sliding. Start a combo on either of the Flatys and keep it going until the Rosso-Rojo Death Scythe has been eliminated.

The second wave of enemies is much like the first only this time they are led by the deadly Rosso-Rojo Double Sword. Stay away from it and use a feeble Flaty to initiate the combo.



Scene Direction

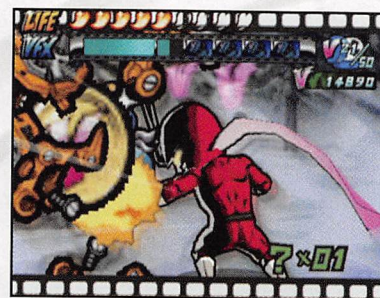
ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	6	Puzzle	Get the cable car ticket from the UFO.	2000/250



Use the jet-propelled platform on the left to reach the top of the mountain. Grab the Film Canisters near the cable car entrance and head to the right. Before Joe can board the cable car, he must first get a ticket to ride. This is a lengthy and oftentimes difficult scene to complete without getting hit. Fortunately, Joe and Silvia have over four minutes to get the job done so there's little need to rush blindly into trouble.

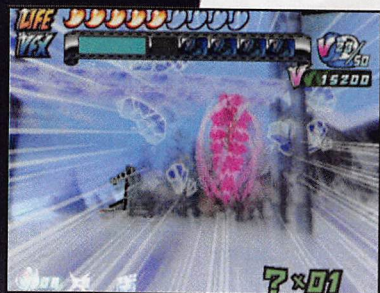
The scene begins in a snowy field near a large ice tower. Several waves of enemies attack on this field and each and every one of them must be destroyed before the heroes can advance. The first wave is comprised of three Flaty-Eskimos and can be easily dispatched. Next up are three Ninjais, each toting their own shotgun. Stand back and use the powers of Slow VFX to punch their bullets back at them to start the combo. Lastly, the third wave contains two Flaty-Eskimos and a Ninjai armed with a shoulder-mounted cannon.

It's almost time to climb the ice tower. Run under the tower and use a few Slow, Zoomed punches to destroy the two Space Gunmen that are serving as sentries for the UFO up above.



Switch to Silvia and position her on either side of the tower, just not directly under the center of it. Zoom in and leap into the air to drill through the ice blocks. It takes two jumps to drill all the way through an ice block, so be ready to jump again. Quickly Zoom out and leap up through the void in the ice platform before the gap freezes over.

A Black Death Scythe attacks on the first level of the tower, so be ready to dodge some fast-moving attacks. Switch to Silvia and destroy the electrified crate before breaking through to the next level of the tower.

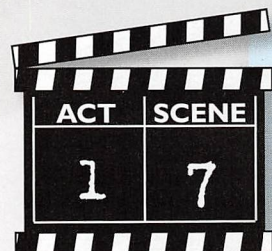


Destroy the Black Double Sword on the second level of the tower and use Slow VFX to draw the Gruen Jets down within reach. Hop off the clouds to the upper platforms and take a moment to collect the Film Canisters. Ride the upper cloud to the left and leap into one of the small cyclones above the tower to catch a boost into the air. Hit the UFO with a single Slow attack to destroy it. The key falls to the ground and can be picked up in a moment.



Don't jump down to the ground just yet. Use the tornado-like updrafts to catch some extra air and collect the remaining Film Canisters from above the tower. Jump over the right-hand edge of the tower and Zoom during the dive to drill through the crate to pick up another **L.I.V.**

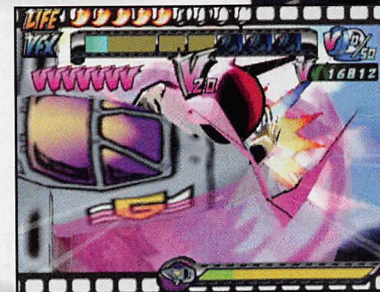
Grab the card key on the ground and sprint back to the left. Continue running all the way to the cable car to complete the



Scene Direction		
ACT	SCENE	
1	7	
Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Harrier-Diver (2000 HP)	70/300

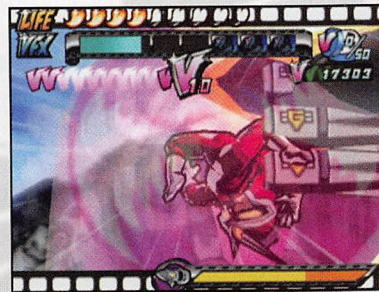
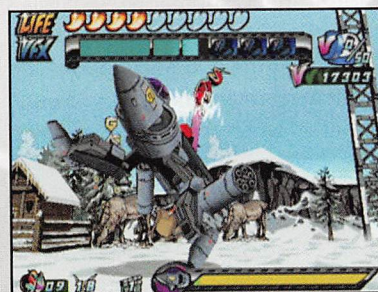
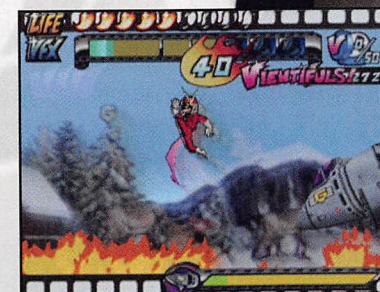
If Joe thought he and Silvia were set to enjoy a relaxing ride on the cable car, he is in for quite a shocker. Just as he reaches the cable car another Harrier-Diver flies in for the kill. These things never learn, do they?

Rush towards the Harrier-Diver and stand under its nose while it turns sideways and prepares to fire its missiles. Press and hold the Slow button as soon as the missiles become visible and jump towards the nose of the plane. Zoom in and start performing as many Slow spin-kicks as the VFX Gauge allows. Not only does each kick deliver a small amount of damage to the enemy, but it also deflects all of the missiles into it as well.



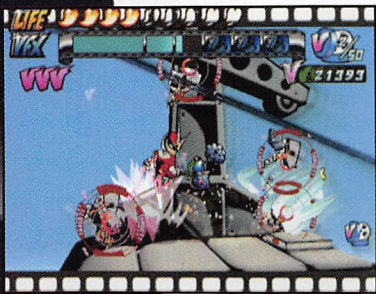
After its missile attack backfires, the Harrier-Diver will make at least two passes with its flamethrowers on. Stand in the middle of the area, crouch down, and Slide under the flames as they pass overhead.

The Harrier-Diver sprouts its legs and either launches its claw-like projectiles, or soars into the air and drops firebombs. Either way, use the powers of VFX to deflect the attacks and to keep Joe safe. These attacks are only a distraction. The Harrier-Diver's most dangerous attack is actually its machineguns. It fires a spray of bullets at Joe and unless you know they're coming and hold the Slow button, they're nearly impossible to avoid.



Use small doses of Slow VFX to avoid the bullets and let the VFX Gauge recharge while double-jumping over its kicking attacks. Move in under its nose and prepare to repeat the tactics described in the previous paragraphs until the Harrier-Diver is nothing but a pile of loose parts.



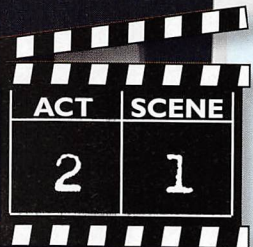


The scoring for the scene ends with the destruction of the Harrier-Diver, but the director hasn't cleared the set just yet! Before he can reach the first Intermission, Joe must fight over a dozen enemies on the roof of the cable car. The enemies are all extremely weak and can be comboed with ease.

Try to earn as many Viewtifuls as possible while trying to collect each of the Film Canisters as the cable car passes under them. Joe will have to overcome multiple miniature cyclones in order to keep his footing on the cable car. Although he's not in danger of suffering a fatal fall, the cyclones do make it very difficult to collect all of the Film Canisters. Big John has somehow mounted his tank atop the cables and causes Joe to splash into the sea below. Stay tuned after this short break to see how Joe responds to this surprisingly soggy turn of events!



Chances are good that you already purchased most of the power-ups that increase Joe and Silvia's abilities. If not, consider purchasing the **Desperado Level 2** (10,000 Viewtifuls) for Silvia and at least one **Take 2** (10,000 Viewtifuls each). Things are going to get pretty rough in Acts 2 and 4, and having a Take 2 on hand will come in handy.



Scene Direction		
ACT	SCENE	
2	1	
Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Destroy the battleship's guns.	1500/550

This entire scene takes place underwater in Joe and Silvia's customized Six Machine submarines! Joe's Six Machine submarine is very similar to the plane he piloted in *Viewtiful Joe*. All of Joe's physical attacks have been transferred directly to his submarine. Pressing the Punch button makes the Six Machine fire a torpedo, pressing the Kick button makes it drop bombs, and using Zoom can make it spin (press Kick) or ram (press Punch).



Tapping the V-Touch button switches the Six Machine from Joe's attack submarine to Silvia's exploratory undersea driller. Silvia's craft is tread-based and cruises slowly along the ocean floor. Its main weapon is the drill that it uses to pierce the giant walls of ice that the duo encounters. Tap the Punch button to drill. The Kick button makes the driller fire its floating mines. It's best to switch over to Joe's craft if in need of firepower, but the driller is pretty lethal when the Slow and Zoom abilities are used. Zoom and press the Punch button to make the craft spin in a horizontal circle. Similarly, pressing the Jump button while in a Zoomed state makes the craft drill vertically.

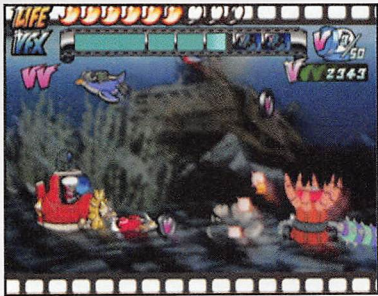


This is a lengthy scene but meeting the time requirements is all but certain, since the Six Machine is forever moving forward. Use Joe's submarine except when breaking the ice walls, as its offensive superiority goes a long way in keeping the enemy sea creatures at bay. Try to keep a steady stream of torpedoes firing from the sub at all times. Using Slow produces fewer torpedoes, but it makes them grow in size and potency. Using Mach Speed while firing torpedoes launches a barrage of torpedoes.



WALL OF ARTILLERY

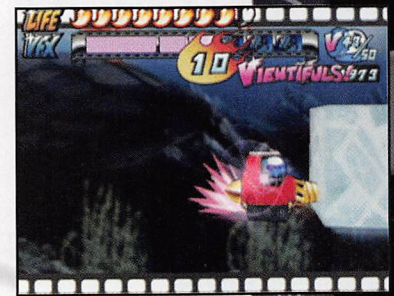
Quickly moving the submarine up and down through the water column, while firing torpedoes at Mach Speed, creates an almost impenetrable wall of firepower that few enemies can breach.



Joe begins far away from the enemy battleship and the scene's scored portion. Keep to the left of the screen to allow for maximum time to react to what is fired at you from the front. Destroy the crate near the surface of the water to get a bottle of Unlimited VFX and dive below the large rock to meet the first enemies.

Shoot the Flaty-Submariner while using Slow VFX to necessitate fewer shots. Continue under the large boulder while firing at the ground-based sea life up ahead. Carefully rise to the surface while dodging the green bombs and use the Slow, Zoomed in spinning attack to crush the Ninjai Snorkelers walking on the surface of the water.

Shoot the school of fish and descend to the icy section up ahead. Tap the V-Touch button to switch over to Silvia's undersea driller, Zoom, and press the Punch button to make her version of Six Machine descend through all three blocks of ice at once. Breaking the blocks of ice is even more important than busting orange crates, as nearly every block contains a Red Film Canister, or Cheeseburger!



Switch back to Joe and drop some bombs on the large enemy on the floor. The path splits up ahead and Joe and Silvia can either stay along the bottom or they can break through the ice in the center. Either way, keep firing those torpedoes and be ready to Slow things down to V-Dodge.

Flaty-Submariners lob mines at the Six Machine, so try to take them out as fast as possible. The biggest underwater threat comes from the purple rays that swim by and launch numerous miniature missiles simultaneously. There is always a small opening between the two groups of missiles they launch. Use Slow VFX to help pilot the craft through the opening to avoid being hit.

JOE'S PREVIOUS HANDIWORK

Rise to the surface after passing the section with all of the ice and look at the lifeboat in the distance. It's filled with Flaty-Sailors from *Viewtiful Joe*. Many should remember the episode that took place on a submarine. That yellow submarine can be seen broken in half on the ocean floor under the lifeboat. Did the Gedow think they'd survive what the Jadow couldn't?

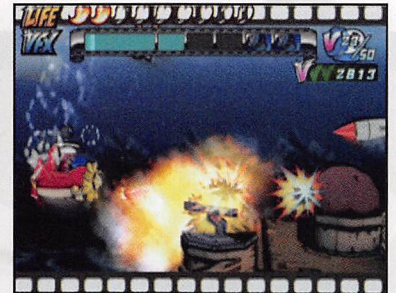




Continue using Joe's craft to shoot and destroy every living and robotic creature in the ocean. Practice piloting the Six Machine without relying on Slow VFX too much, as the upcoming battle outlasts the VFX Gauge by several orders of magnitude. Joe comes to another large icy section. Pass the controls over to Silvia and bore through the walls of ice with her drill. Use Zoomed dives and "jumps" to break all of the ice so and maximize the number of VFX Upgrades you'll have going into the battle against the battleship.

The battle against the huge battleship is rather straightforward. That's not to say it's easy, but rather that there aren't many options on how to proceed.

The battleship has numerous cannons mounted on it, each of which is capable of firing a very fast artillery shell. Fortunately, these cannons turn red right before firing so you know when to use Slow VFX to slow down the shells as they are fired. Stay low and keep to the left edge of the screen to create plenty of reaction time.



Fire torpedoes as fast as you can hit the Punch button and always aim first at the closest cannon. Shoot the artillery shells with torpedoes to deflect them. Oftentimes they angle upwards and away from the Six Machine and help to destroy some of the fish and other threats nearer to the surface.

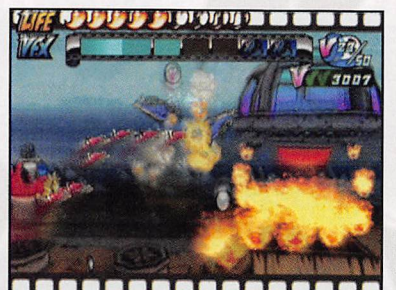
As each cannon is destroyed a rocket launcher takes its place. Continue firing the torpedoes and move slightly above it to also drop bombs—especially if there are two close targets, one on top of the other. Press both the Kick and Punch buttons as fast as possible while using short bursts of Slow VFX to avoid draining the VFX Gauge completely. Allow it to recharge briefly after a cannon fires and the shell has been deflected.

Soon Joe encounters a large wall of flame. Big John is up ahead manning a turret gun. Keep up the assault just as if he were a cannon, or rocket launcher, and he'll soon descend into the bowels of the battleship.



A UFO has somehow figured out a way to operate underwater and it now stands between Joe and the remaining cannons onboard the battleship. The UFO bounces around while shooting fire in a downward blast, so zipping past it is not an option. To make matters worse, dozens of fish, Flaty-Submariners, and other creatures have decided to attack at this very instant. Fire large swaths of torpedoes at all heights by holding the Punch button while using bursts of Mach Speed and moving up and down.

Focus firepower on the red semicircle beneath the UFO as that is its one weak spot. Dodge as many obstacles as you can by using a limited amount of Slow VFX and stay alive long enough for the UFO to retreat. There is only a single cannon standing between Joe and the next Intermission. Use the Six Machine's bombs to destroy it before it's too late!

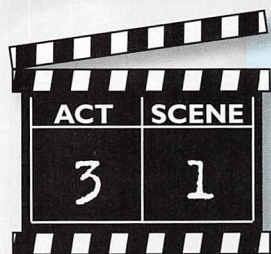


SAFETY FILM

2

INTERMISSION TIME

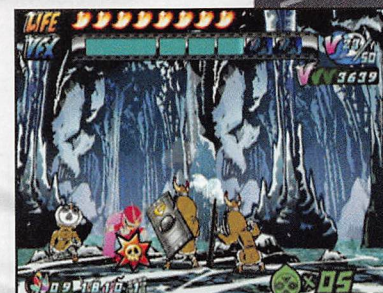
There wasn't a ton of scoring potential in Act 2, so there's probably not a whole lot of extra Viewtifuls in Joe's pockets to spend during this break. Buy an extra **Life**, or some **Shocking Pinks** for Silvia, if you have the urge to go shopping. Otherwise, save your progress and prepare for Act 3.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
3	1	Battle	Flaty-Eskimo x3, Ninjai x2	800/50

Joe pilots the Six Machine into an ice cave and promptly hops back onto solid ground. The very instant he touches down three Flaty-Eskimos leap out and attack. Joe must jump out of the way the second the scene starts in order to avoid a projectile thrown at him. Dodge one of their punches or kicks and quickly combo the three of them. The second wave of enemies consists of two Ninjai, each of whom are packing heat. Each can be hit two to three times during a single combo so be sure to hit them up for as many points as possible.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
3	2	Battle	Small Fry x10, Rosso-Rojo Death Scythe	3000/80

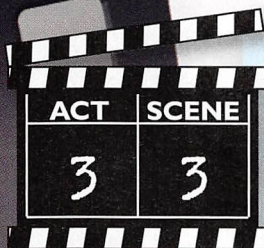
Hop onto the floating ice block and begin riding it across the water to the right. A couple of enemies attack Joe while he's on this drifting slab of ice before the scene officially begins. Use these foolhardy souls to help in collecting the many Film Canisters near the ceiling by hitting them with Slow uppercuts.



VIEW



The scene begins once Joe reaches the center of the lake. He'll have to beat back an onslaught of 11 enemies, all the while, trying not to leap into the fire and electric nodes hovering above. All but one of the enemies is one of the feeble robotic Small Fries, so initiating and maintaining a large combo should not be a problem.

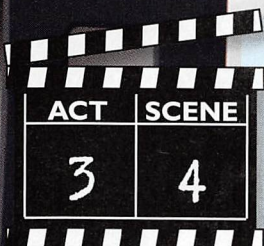
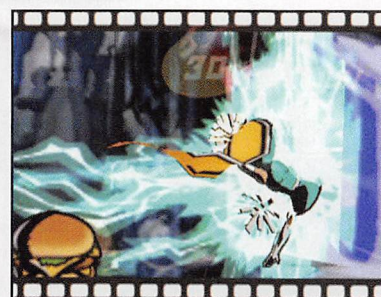
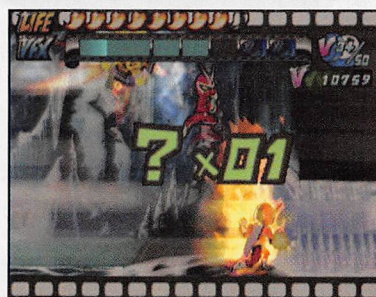


Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
3	3	Puzzle	Break through the layers of ice.	10/20

Hop off the ice float and approach the numerous vertical ice slabs to the right. Joe and Silvia must work together to break through these layers of ice before they regenerate. Naturally, Joe's ability to light himself on fire comes in handy here.

Attack the ice with Mach Speed punches until Joe is burning red hot. Switch to Silvia and hit the ice with a Replay kick while also using Slow VFX to strengthen the hit. Each kick breaks three layers of ice. Quickly repeat this maneuver until all of the ice has been broken through.



Scene Direction

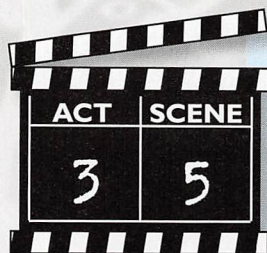
ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
3	4	Battle	Ninjai x2, Black Death Scythe	800/50



Silvia emerges from the narrow passage in a section of the cave with many sharp crystals growing on it. Be extra careful where you jump in this area as many of the crystals are out of sight until it is too late. Use the enemies that attack prior to the scene's beginning to help in gathering up the Film Canisters near the roof of the cave.

Switch back to Joe and proceed to the right. The next scene will begin as soon as the hero crosses in front of the large orange crate. Three enemies leap out of the shadows and attack. Since the Ninjai each have weapons, it's actually easier to begin the combo with the Black Death Scythe. Pound the enemies against the cave wall to further weaken them—this helps make it possible to finish them off in a single combo.





Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
3	5	Finish Line	Sail the ice raft across the cave.	800/80

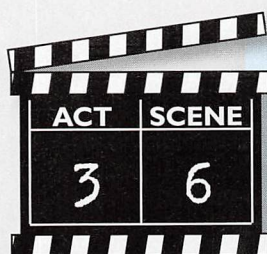
The ground to the left of the cave wall is actually another floating slab of ice and it starts sinking as soon as Joe steps onto it. Joe can actually control this raft to an extent by using Slow to lower the water level and Mach Speed to raise it.

A pair of Flatys join Joe on the ice raft as soon as the scene begins so get ready to leap out of the way of their attacks. The section of cave up ahead has several obstacles in it and also contains two different routes for Joe to take. The upper route contains a shooting target for Silvia to use to further line her pockets. The lower route contains numerous Film Canisters.



As important as Film Canisters are, unless you managed to collect all of the ones that were encountered while atop the cable car, there's no reason to go out of the way for more of them now. Use Mach Speed to raise the height of the water and switch to Silvia. Blast away at the target to earn as many Viewtifuls as possible while the raft floats past.

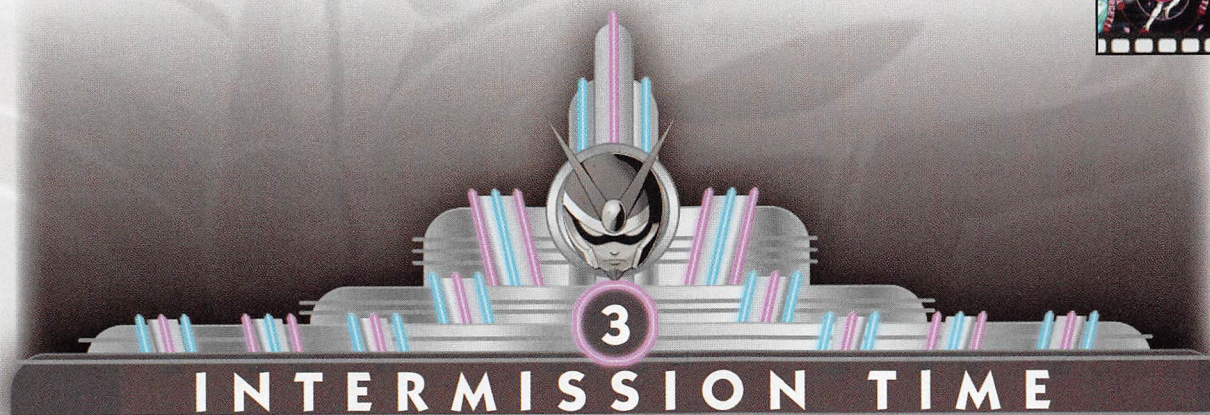
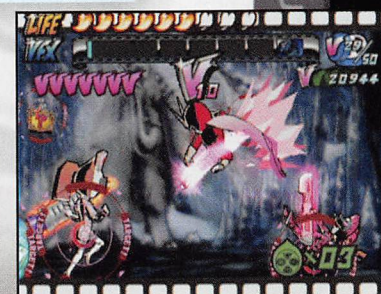
Occasional battles with pairs of feisty enemies take place on the raft during this scene. Use the tactics that got you this far to knock them overboard and keep on sailing. The heroic duo is nearing the end of this arctic journey.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
3	6	Battle	Infir, Infer, and Enfer	600/40

The final scene before the third Intermission pits Joe against Infir, Infer, and Enfer. These are the toughest enemies to combo via the traditional way, but fortunately Joe can literally force his way into a combo with Slow, Zoomed punches. Alternatively, Joe can work his way into a combo by attacking the clipboards that these robotic nurses toss into the air.



Joe and Silvia are in for a really tough battle in the final Act of this Reel. Purchase no less than one **Take 2** and buy an extra **Life** to up the size of the Life Gauge if possible. This next battle is one of the toughest they'll ever face so get ready.

SAFETY FILM

VIEWTIFUL

SAFETY FILM

ACT

4

BOSS BATTLE BLIZZARD HAZARD: FROST TIGER

SCENE DIRECTION

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Frost Tiger (2500 HP)	1000/300
Boss Attack		Damage Inflicted
Icicle Wall		1 Heart
Ice Boomerangs		1 Heart
Rising Icicle		1 Heart
Snowball		1 Heart
Claw Swipe		2 Hearts
Claw Stab		3 Hearts



Those who played Viewtiful Joe undoubtedly got a little nervous when Frost Tiger mentioned that he was Fire Leo's brother. Those who did not can take solace in the old adage about ignorance being bliss. Frost Tiger's fighting style is very similar to that of his deceased brother, but he's easier to keep track of and actually a bit easier to defeat too. But that is not to suggest that this is an easy battle.



SOMETHING FOR THE KIDS

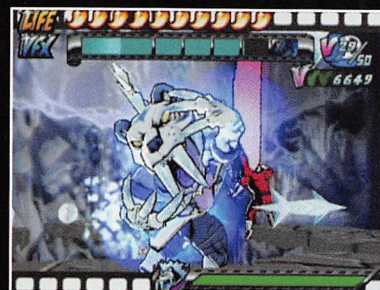
The strategy that one can employ against Frost Tiger on Kids mode is very different from that needed to succeed on the harder settings. When playing on Kids mode, use Silvia and drop to the lower level, but remain positioned under one of the gaps in the ceiling. When Frost Tiger runs in a counter-clockwise direction, quickly double-jump through the hole to avoid his icicle wall attack. Frost Tiger then reverses direction and runs in a clockwise loop to attack from the other side. Prepare the Six Cannon and blast him as he draws near. Whenever not jumping or arming the Six Cannon, use Silvia's guns to constantly chip away at Frost Tiger's health. It's possible to repeat this tactic throughout the entire battle. Frost Tiger starts to mix things up a bit as he nears death, but nothing too drastic.



Frost Tiger's den is an icy ring composed of a lower continuous level and an upper level with several gaps in it. The key to victory is to break through his icy armor with a Redhot Kick just as he pauses to fling his icy boomerangs. This forces him to leap onto a nearby upper platform and rest. Approach him face-to-face and dodge each of his six consecutive attacks to tire him out. Joe can then really lay a hurting on him with a series of nonstop Slow, Zoomed punches. Frost Tiger tries to back away, but Joe can continue to pour on the pain with another Redhot Kick.

Now that you know what you have to do to hurt him, it's time to discuss what you have to do to stay alive. Frost Tiger has two primary attacks that he'll use when he's on the lower level of his den. His primary attack is to create a rapidly-spreading wall of icicles that Joe must avoid coming in contact with for two seconds after they appear. The easiest way to avoid this attack if on the lower level is to stand under one of the gaps in the ceiling and perform a Slow double-jump through the gap to get out of harm's way.

His other primary attack is the ice boomerangs he throws. He'll toss a pair of semi-transparent icicle boomerangs that will fly a complete lap around the den before finally fading away. These weapons are very sharp and home in on Joe's location and encircle him before finally cutting into him. The best way to avoid them is to use Slow VFX when close to them so that Joe can automatically V-Dodge to safety. It's also possible to Slide under them depending on their height. Of course, the easiest way to avoid them is to simply go to the other level of the den. If the boomerangs are flying around the lower level, stick to the upper one until the coast is clear.

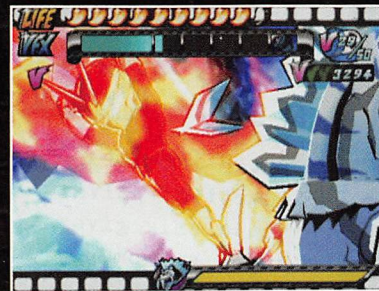




Ideally, the only time Frost Tiger will be allowed on the upper level is when Joe is squared off with him and dodging his six attacks. Of course, if Joe sticks to the upper level, Frost Tiger will too.

When he's on the upper level, Frost Tiger stays on the move almost constantly. He flings a series of snowballs into the air wherever he runs, causing a constant hazard for Joe. Additionally, he'll often pause to either throw more ice boomerangs, or slam the ground and force an icicle to rise up from under Joe's location. Getting a hit in on Frost Tiger when he's above ground is very difficult, and it gets exceedingly tougher as the fight rages on.

The key to surviving his attacks, and defeating him in a speedy fashion, is for Joe to dictate the fight from start to finish. Drop to the lower level and wait under one of the gaps. Frost Tiger speeds towards Joe and either pauses to fling his ice boomerangs, or he'll create a wall of razor sharp ice. Either way, leap into the air. If the wall of ice appears, double-jump to buy some more time and use Slow VFX to land safely. If he decides to throw his boomerangs instantly perform a Redhot Kick and Zoom to set Joe ablaze.



FEISTY, ISN'T HE?

The closer Frost Tiger gets to running out of life, the more aggressive he gets. Don't be surprised to see him occasionally rush at Joe with his claws outstretched, ready to stab. This is his most dangerous attack and should be avoided at all costs. Double-jump out of the way or be gored.

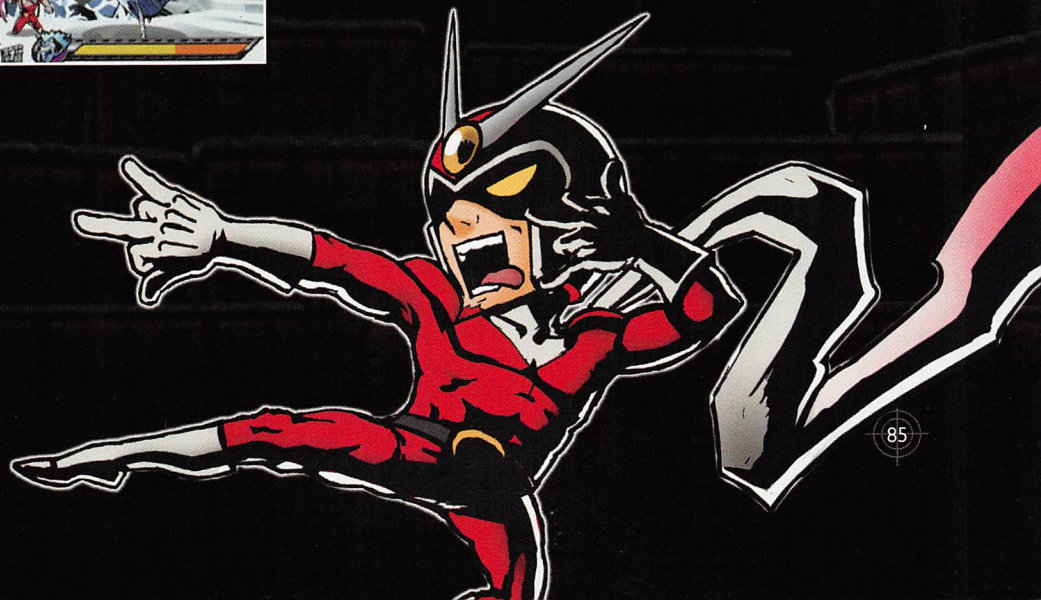
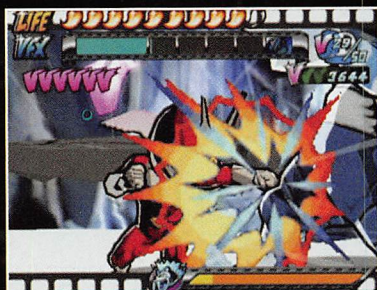


ACROBATIC CAT

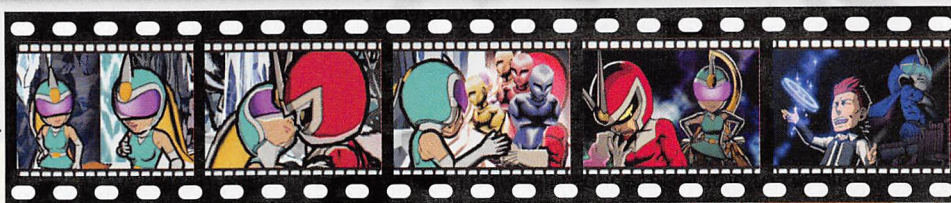
Watch carefully as Frost Tiger closes in on Joe's position as he prefaces each attack with a specific tumble or twist. He'll perform a quick somersault before unleashing the wall of icicles. Similarly, he'll always do a brief pirouette before tossing his icy boomerangs. If you see him flip, don't go for the Redhot Kick. But, if he starts to spin, fire that baby up!



Joe's Zoomed in Red Hot Kick will burn through Frost Tiger's armor and force him to rest on the upper level. Rush up to him and use small bursts of Slow VFX to assist in dodging his six attacks. Now Joe is ready to take over. Zoom in and hit him over and over with Slow punches. Frost Tiger moves with greater and greater speed as he loses health, but stick to this plan and victory will be yours.



FILMOGRAPHY



Do Androids Dream of Romantic Scene?

After defeating Frost Tiger, Joe turned around and found himself staring in the face of two identical Silvias. After asking for them to say what the real Silvia's favorite food is, he mistakenly gives all of the Rainbow Oscars to the imposter! Who knew Joe could be so easily duped by womanly charm? Don't answer that.

The imposter takes the Rainbow Oscars and reveals herself to be a golden android before vanishing without a trace. The real Silvia is none too pleased with Joe's foolishness, but the two are going to have to end their squabbling if they are to return the Rainbow Oscars and save Captain Blue. Speaking of the color blue, Jet just loaded up another film. It's show time!

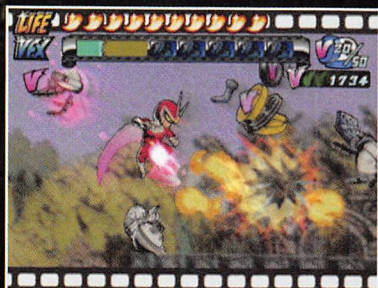


BOSS BATTLE SERIAL KILLER ANDROID: MISS BLOODY RACHEL

SCENE DIRECTION

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Rachel version of Big John (3100 HP)	500/250

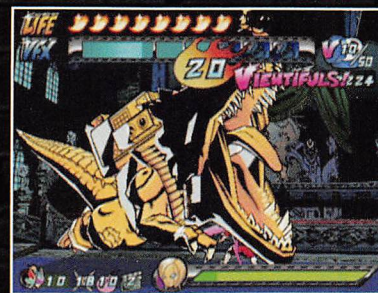
Boss Attack	Damage Inflicted
Tail Swipe	2 Hearts
Fire Breath	2 Hearts
Dino Charge	2 Hearts
Chopper Hit	1 Heart
Barrel Hit	1 Heart
Cannonball Hit	1 Heart



Joe falls from the sky into what appears to be a familiar jungle landscape. He's back on the set of "Ten-Million Years B.C.". Could this be right? Take a moment to collect each of the Film Canisters in this area and to destroy the pair of Flatys on the ground. Several Oct hover under the platforms to the right. Several of these Oct yield Yellow Film Canisters and it's important Joe collect them before venturing too far to the right.

Dr. Cranken awaits Joe's arrival near the door to the right. He has a surprise in store for Joe and Silvia. With a flourish, Dr. Cranken introduces his newest invention, Miss Bloody Rachel. Rachel doesn't fight Joe and Silvia directly. Instead, she whisks them away to each of the arenas in which they battled for the Rainbow Oscars. Rachel then transforms herself into a golden "Rachel version" of each of the previous boss characters. You knew it was coming; get ready for one very Viewtiful boss parade!

First up is the Rachel version of Big John, the fiery dinosaur Joe and Silvia trounced in the jungle ruins. This enhanced edition of Big John is considerably faster and he relies on his snappy charging attack much more throughout the battle. Additionally, the chopper in the background will drop many more flammable barrels onto the floor, making it that much more difficult to operate in a safe manner.

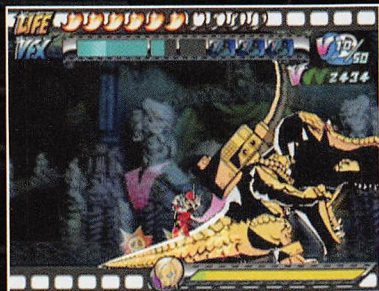
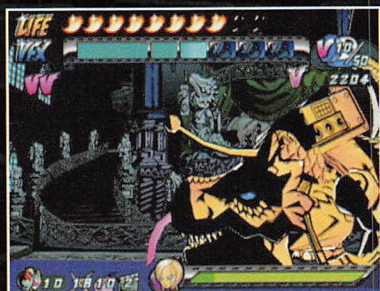
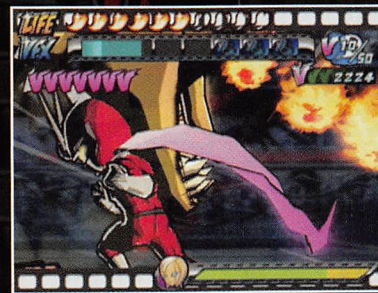
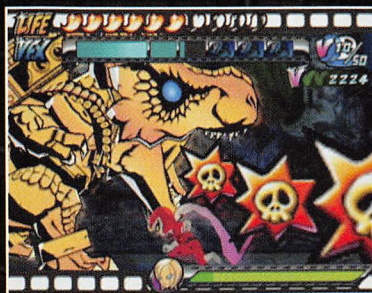


SIDELINED SILVIA

Silvia doesn't handle fire as well as Joe can, and for that reason alone she's really best off sitting this battle out entirely. Joe can use Mach Speed to douse the flames if he gets sets ablaze; Silvia would need to V-Touch over to Joe to avoid being burned.

Leap into the air as soon as the battle begins Rachel wastes no time in attacking with her tail. Take a few moments to collect each and every Film Canister in the area. Joe should have two VFX Gauge upgrades and 10 of the 50 needed for a third.

The Rachel version of Big John can be defeated with the same tactics used earlier in the game. The big difference here is that Joe's reflexes must be considerably sharper and his reaction time, much quicker. Rachel attacks with her tail and also breathes fire—and both of these attacks can still be dodged and countered—but she'll often follow them up with a biting charge attack.



Watch for her to lower her head to the ground and prepare to pounce. Quickly double-jump out of the way and use a Redhot Kick to clear the area. Resist the urge to move in behind her for an attack, as she'll often swing around violently and bite Joe for daring to hit her blindspot. Instead, stand back and let her calm down. Move in close, dodge her tail or fire, and use the same Slow, Zoomed punches that worked the first time. They'll work again.



Veterans of *Viewtiful Joe* have got to love this; a chance to save between each of the boss battles during the parade! Brilliant! Not only that, but now Joe can purchase some extra **Take 2's** between each battle as well. And that is exactly what you should do. Buy as many of them as possible and then save your progress before heading back into battle.

SAFETY FILM

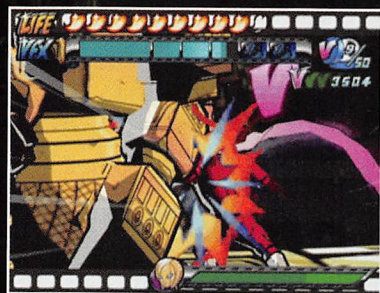
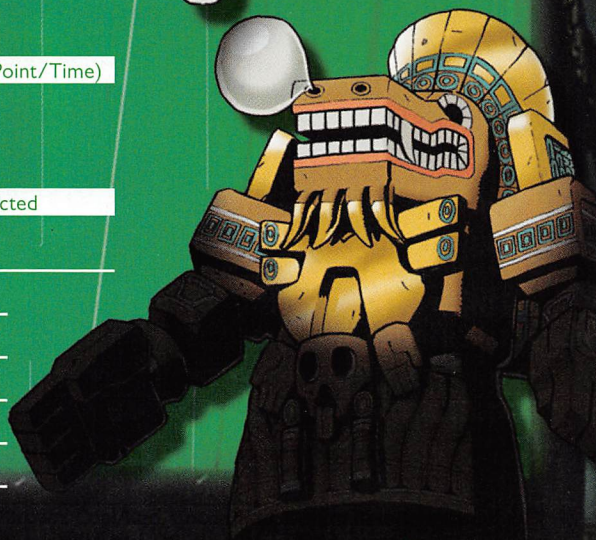
ACT

2

BOSS BATTLE SERIAL KILLER ANDROID: MISS BLOODY RACHEL

SCENE DIRECTION

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Rachel version of Flinty Stone (3500 HP)	200/250
Boss Attack		Damage Inflicted
Flinty Dance		1 Heart
Orange Sphere		1 Heart
Headdress Slam		1 Heart
Fist Slam		2 Hearts
Electric Block		2 Hearts
Flying Streak		2 Hearts



Next up on the trip down memory lane is Rachel's version of Flinty Stone. Rachel wastes no time in attacking with Flinty Stone's orange spheres, so get ready to sprint out of the way. Spend some time collecting the Film Canisters throughout the area to get the third VFX Gauge Upgrade before engaging Rachel in battle.

Rachel fights exactly as Flinty Stone had done with the only difference being that she uses the flying streak attack more often. Stick with Joe and use his Slow, Zoomed punches to pulverize her between attacks. Run up to Rachel whenever she is standing still and start attacking.

Watch for her arms or torso to start spinning and quickly double-jump over her to safety. Now, attack from the other side.

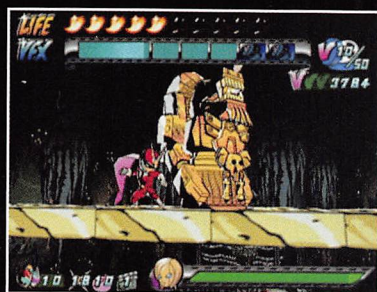
Rachel won't stand there and get pounded on for long before she pulls up the floor and takes to the air as a lengthy golden dragon. Beware the propeller-like feathers on her neck and listen for the slight audible chime that prefaces each streak attack. Double-jump out of the way of the pink streak, and try to hit the orange orb in the tail. Using Silvia's guns comes in handy when Rachel is flying, since they make it possible to shoot the tail without being too close.



ORB OF PAIN

The orange orb in the tail of the Rachel's dragon form is the most vulnerable spot in all of Rachel's incarnation of Flinty Stone. It's risky to get too close while she's flying around, but try to hit it with a Slow Zoomed dive or jump to drill plenty of damage into it.

Expect Rachel to make at least 6 flying attacks before getting tired. Switch back to Joe and let Rachel power-down into a slumber before going in for the kill.





Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
3	1	Puzzle	Cross the crater on the bus.	10/50

Rachel is seen in the distance being beamed into a large UFO. There's a large crater in the road and Joe has to use the rocket-bus coming up the road from the left to jump the crater.

It's important for Joe to explore the area a bit before jumping the crater atop the bus. Start by leaping onto the bus and breaking the orange crate hovering above it. This also gets the 10 V-Points needed for a Viewtiful ranking. Now sprint to the right and collect the dozens of Film Canisters sprinkled throughout the watery crater.

Hurry back to the left, climb out of the crater, and hop onto the bus. Use Slow VFX to slow its rockets to build thrust and release the button to blast up and over the crater.



THANKYOU CAPCOM!

As if the numerous opportunities to save during this Reel aren't generous enough, the placement of this scene during the boss parade is a complete gift. Earning a Rainbow Viewtiful ranking for an entire Act nets the player a cool 20,000 Viewtiful bonus in this Reel, and doing so in this Act is virtually automatic. Don't forget to bust the orange crate and don't waste too much time collecting the Film Canisters! Your chances for success further down the road may hinge on the bonus you can win now.



The same strategy from the first Intermission applies here too. Use the Viewtifuls earned during the boss battle and in the brief scene with the bus to buy another pair of **Take 2's**. Once at the maximum allowed by your chosen difficulty setting, start saving Viewtifuls for the costlier upgrades to the Life Gauge.

JOE™ 2

SAFETY FILM

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ACT

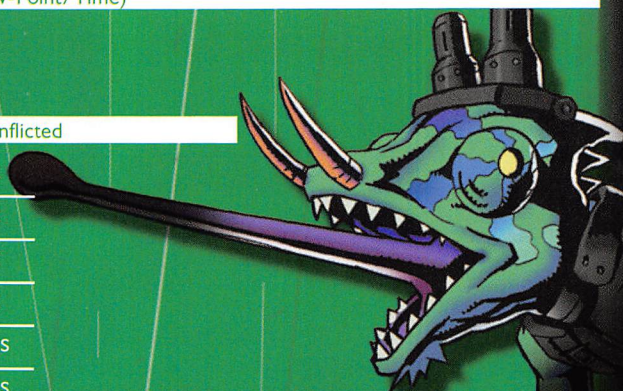
4

BOSS BATTLE SERIAL KILLER ANDROID: MISS BLOODY RACHEL

SCENE DIRECTION

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Rachel version of Cameo Leon (3750 HP)	500/300

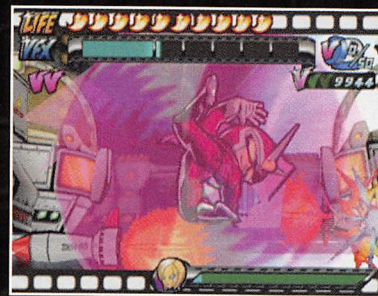
Boss Attack	Damage Inflicted
Tongue Strike	Heart
Rockets	1 Heart
Flames	1 Heart
Laser Beam	1 Heart
Laser Grid	2 Hearts
Speed Roll	2 Hearts



Of all the Rachel-ized bosses, her take on Cameo Leon is the toughest to tackle. What makes the battle more difficult this time around isn't a new special weapon or an overwhelming amount of HP, but rather the tremendous speed at which Rachel attacks. Her tongue strike doesn't do considerable damage, but it can certainly add up over the course of the battle. Furthermore, the increased speed doesn't only pose a greater threat to Joe's health, but it makes Rachel that much more difficult to hit with a counterattack.

Dr. Cranken is once again manning the control panels along the back wall and each of the four stations serve the same purpose as they did in the previous outing. Those who play on the Kids setting should notice that Dr. Cranken now fires 6 missiles (standard for all difficulty settings) and that returning them all is much harder with Rachel forever trying to lick you.

Using the missiles to stun Dr. Cranken and Rachel is still a great way to get an opening in which Joe can deliver significant damage. Use Slow spin-kicks to knock the missiles back and watch for the enemies to get dazed. Try blasting them with the Six Cannon before they come to.



Aside from hitting Rachel when she climbs the wall to feed and after she attacks with her tongue, the only other opportunity to do her harm is to make her ricochet back and forth between the spiked pinball bumpers. Dr. Cranken has learned a thing or two since the previous battle and has set the bumpers to disappear, should Joe or Silvia touch Rachel before the spikes have been revealed on all three bumpers. Additionally, Rachel bounces around for a much shorter amount of time than Cameo Leon did. If you're going to knock her into the spiked bumpers, you're going to have to act very quickly.



Because of the increased speed and the added complexity of using the missiles and spiked bumpers against her, this battle often becomes a war of attrition. Continue to counterattack with Slow, Zoomed punches (and be sure to prevent her from eating) and victory will be yours. It might not be pretty, and it might not come fast, but even those who experience trouble dishing out large amounts of damage at once can win in the end.

3

INTERMISSION TIME

It's time to buy another **Take 2** and save your progress. And with Rachel's version of Frost Tiger around the corner, consider yourself warned.

ACT

5

BOSS BATTLE

SERIAL KILLER ANDROID: MISS BLOODY RACHEL

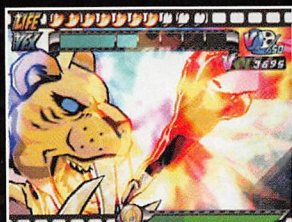
SCENE DIRECTION

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Rachel version of Frost Tiger (4000 HP)	800/500

Boss Attack	Damage Inflicted
Icicle Wall	1 Heart
Ice Boomerangs	1 Heart
Rising Icicle	1 Heart
Snowball	1 Heart
Claw Swipe	2 Hearts
Claw Stab	3 Hearts

Of all the bosses resurrected by Rachel, the fight against her version of Frost Tiger is the most similar to the original battle. Oh, she moves a bit faster and bears her claws a bit sooner in the battle, but the only significant difference is the considerably larger amount of HP.

The attack plan from the previous Reel still works very well, and given the recentness of the previous battle, should still be fresh in your mind. The trick is to use Joe's Redhot Kick attack to melt through Rachel's icy armor after she attacks with the boomerangs. Follow her onto the upper platforms and use short bursts of Slow to assist in dodging her six consecutive attacks. Once she's been dazed, she's completely vulnerable to any attack Joe cares to use against her. Zoom in and hit her with as many Slow punches as time allows for maximum effectiveness.





Rachel has a very large amount of HP and, as a result, Joe has to face the dashing claw strike attack much more often than in the previous attack. When running laps around the bottom level, Rachel alternates between all three types of attacks. She'll attempt the ice wall attack, the claw stab, and the boomerangs. Use a Redhot Kick and Zoom in to break through her armor immediately following either the claw stab or boomerang attack. It's best to simply double-jump out of the way of the icicle wall attack by staying under one of the gaps in the upper level.

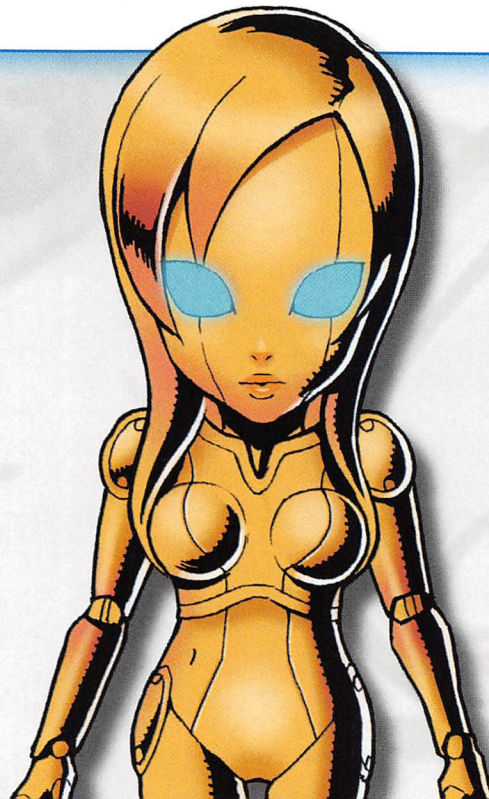


ICE BREAKER

Joe is going to have to Mach Speed punch his way through the large ice pillars that form on the lower level if he's going to reach Rachel with a Redhot Kick. These pillars only form under sections that are currently frozen over. Break through them while Rachel is sprinting around from one side of her den to the other.



You know the drill. Buy another **Take 2** if necessary and save your progress. Either way, take comfort in knowing that there is only one more boss to battle before Joe and Silvia lay claim to the last Rainbow Oscar.



ACT

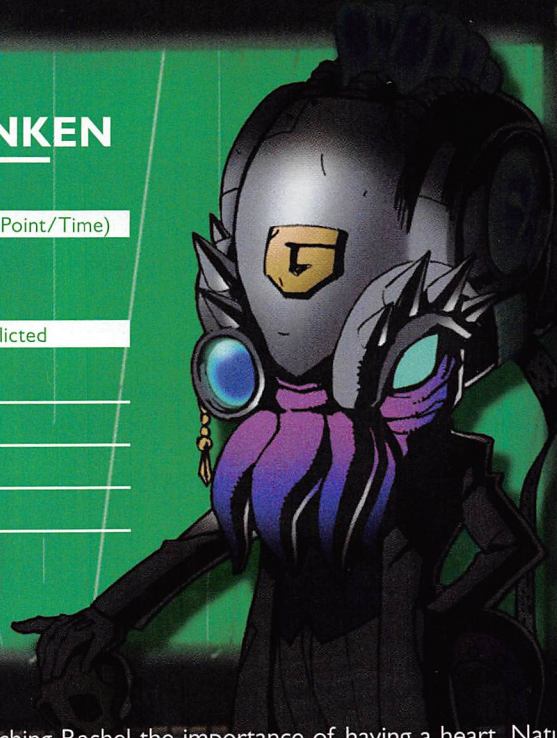
6

BOSS BATTLE MAD SCIENTIST: DR. CRANKEN

SCENE DIRECTION

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Dr. Cranken (4000 HP)	300/400

Boss Attack	Damage Inflicted
Oct	1 Heart
Circular Saws	2 Hearts
Drill	2 Hearts
Ceiling Spikes	2 Hearts

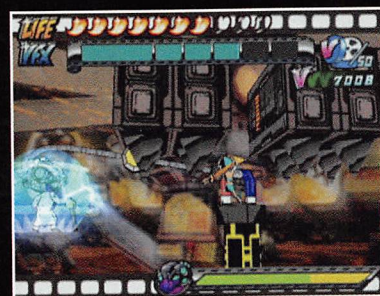


Joe and Silvia have finally succeeded in teaching Rachel the importance of having a heart. Naturally, Dr. Cranken is steaming mad that his wonderful android has been contaminated with human emotion and he's ready to take it out on the duo in battle. This battle is tailor-made for Silvia's guns, so V-Touch over to her and get ready to rumble!

Dr. Cranken conveniently, and cowardly, shields himself inside a protective force field and relies on robotic appendages to fight for him. These lengthy arms each have a various attachment on their end. Sometimes they'll be attached with circular saws, sometimes drills, and other times they'll have large clamps.

The saws and drills pose an obvious threat to Silvia as they can cut and bore into her, respectively. The arms tend to stay close to Dr. Cranken when they have the saws on them. In contrast, he'll make the arms lash outward in a jabbing motion when the drills are installed.

The clamps pose a less obvious threat. For starters, they grab onto the spiked blocks in the ceiling and pull them down atop Silvia. One of them also grabs the cylinder in the center of the floor and raise it up. Oct dwell beneath the floor and raising this cylinder allows Dr. Cranken to call on them for help.



Each time the arms appear one of them has a glowing hexagonal light along its shaft. Use Silvia's guns to blast this light until it, and the arms and the force field, are temporarily destroyed. The best way to do this is to stay two-thirds of the way across the room from Dr. Cranken and leap to a height that equals the top of Dr. Cranken's shiny cranium. Use lengthy bursts of Slow VFX while firing Silvia's guns as fast as possible to rapidly destroy the arms before they can do her any harm.

RED LIGHT = GREEN LIGHT

As crafty as Dr. Cranken is, he hasn't figured out a way to aggressively attack with more than one arm at a time. Sure, there are always three arms present, but only one actually lashes out to strike Silvia at any given time. Even better for Silvia is the fact that the drill, or saw, that is about to attack her glows red before striking. If not in position to destroy the arms before they attack, look for the one turning red and get out of reach from it.





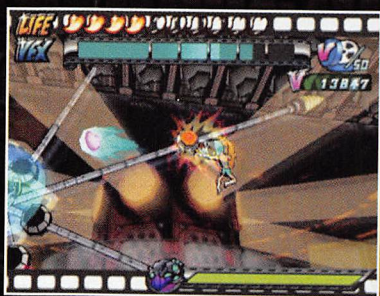
Regardless of how fast Silvia is with her guns, Dr. Cranken's mechanical arms occasionally succeed in bringing down the ceiling. Only a few blocks fall at any given time, thus leaving a gap for Silvia to find safety in. Use a Coolblue Kick to angle downwards to a position between the falling walls and press the Punch button to interrupt the kick and to hold her position.

As the fight goes on Dr. Cranken moves from one pedestal to the other. He'll typically stay at each pedestal long enough to attempt each of his three arm accessories. Continue destroying the arms and the force field in the same manner, regardless of his location. Manage to maintain the pressure on him, avoid the falling ceiling spikes, and to keep the Oct penned up, and Dr. Cranken will fall in no time.

Just when Silvia and Joe finally thought they defeated Dr. Cranken, it turns out that he too was nothing but a mechanical tool of the Gedow. And even with its head rolling on the floor, it still has some fight left in it. Dr. Cranken's head takes to the air and no less than eight arms radiate outward from it. Naturally, these arms are all equipped with saws and drills!

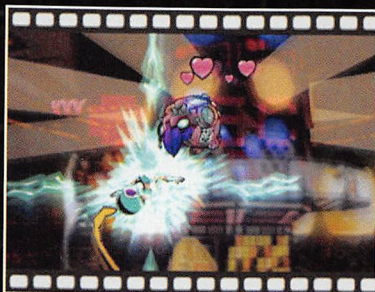
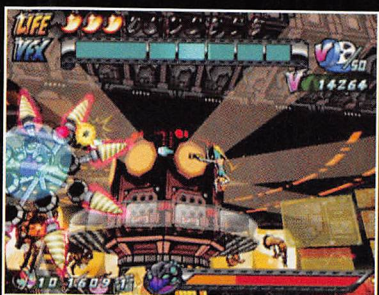
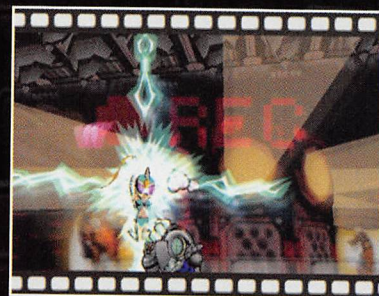


Silvia must act quickly if she's to finish off Dr. Cranken once and for all. As soon as the battle starts back up, Dr. Cranken spins wildly towards Silvia. Use Slow VFX to V-Dodge the attack and run to the side of the room opposite Dr. Cranken. There's little room to squeeze past him when he's moving around so always rely on the V-Dodge and the Sexy Forever maneuvers to stay safe.



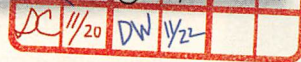
Once Dr. Cranken stops chasing after Silvia, he'll extend his arms a bit and begin attacking the same way he had done in the earlier portion of the battle. Locate the colored light that serves as his Achilles heel and move into position to shoot and/or kick it. Destroying the lit hexagonal unit renders Dr. Cranken defenseless.

There are a lot of ways to hurt the giant floating head of Dr. Cranken, but the single best way to deliver as much pain as possible is to double-jump over him, Zoom in, and press Slow and Replay simultaneously. Dive bombing his head with a Slow, Zoomed in attack and having Replay triple the impact all but kills him in one fell swoop. Continue holding the buttons down and Silvia may even pull off a triple-triple!



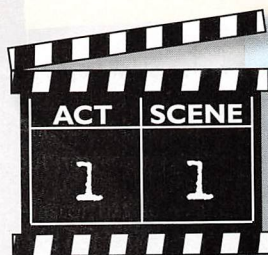
Deactivating the arms and protective shield around him gets a bit harder after he's been wounded. The colored light that signals his weak spot moves from one arm to another every few seconds. It also moves from the outer position to the inner position. Silvia can slow this down with Slow VFX and should have little trouble following it. Try to keep close by the outer position on the arm. This makes it possible to shoot the light if it's on the inner position and kick it if moves to the outer position. Destroy the light, leap up, and dive-bomb his giant noggin' one last time to send Dr. Cranken to that eternal scrap heap in the sky.

FILMOGRAPHY



Starship Viewties

There's little time to lose! Joe and Silvia are closing in on the final Rainbow Oscar and there's a good chance that where it is, Captain Blue is too. The daring duo have just enough fight left in them to stamp a happy ending onto one more film. Follow them to the final frontier and watch as the save Earth from its second deadly attack.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	1	Key	Defeat all of the enemies.	2800/250

Joe is met on board the starship by a host of enemies. Several waves of enemies hope to gang up on Joe in this difficult scene. The first wave contains several Flatys that can be used to easily start a combo, but the latter waves are not as weak. To compound the situation, Joe has yet to get any VFX Gauge Upgrades so he's going to have to rely on the Slow VFX sparingly.

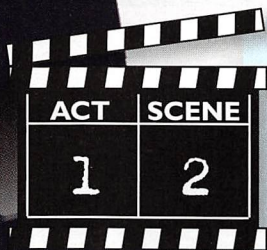


In addition to fighting the standard fare, Joe makes his acquaintance with a new type of enemy in this scene. A black and yellow Gelbien crawls along the floor towards Joe and puts up one heck of a fight.

They can only be harmed by hitting them in their backside, preferably after they've been confused. Their primary attack is a spinning attack that Joe can crouch under (or leap over). Let it fly past Joe, rush up behind it, and break it open with some Slow, Zoomed punches. It occasionally tries to stand up and grab Joe with its robotic tongue. Be sure to run or jump out of its reach if it stands up on its hind legs.

The latter waves consist primarily of Black Death Scythes and Flatys with plasma shields. The shield-toting Flatys can be especially hard to land a hit against, so consider using the Voomerang to knock them down. Things definitely get a bit hairy in this battle and the Voomerang can level the playing field. Don't forget to use it!





Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	2	Puzzle	Use enemies to push the buttons.	250/60

There are three red buttons near the ceiling in this room and the only way to press them is to kick or punch an enemy into them. The three buttons are positioned at varying angles on the walls and ceiling and must therefore be approached differently.

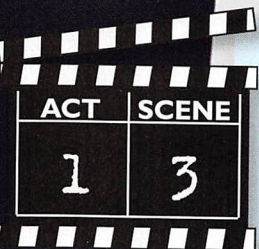
Leap to the platform in the center of the room and stand near the right-hand edge. A Rosso-Rojo Death Scythe meets Joe there. Quickly dodge its two attacks and press and hold the Slow button as if starting a combo. Hit the enemy with a standard kick to send it on an angle to the button on the left-hand side of the room.



The Rosso-Rojo Death Scythe bounces back onto the platform. When it does, hit it with a Slow uppercut to blast it straight towards the button directly overhead on the ceiling.



Rosso-Rojo Death Scythes and Flatys alternate appearances in this room, and although a Flaty can serve just as well as a Rosso-Rojo Death Scythe for hitting the first two buttons, the third button requires the Rosso-Rojo Death Scythe. Stand on the left side of the platform and uppercut a dazed Rosso-Rojo Death Scythe while holding the Slow button. Wait for it to appear on the screen and hop into the air to meet it several feet off the platform with a kick. Joe needs to kick the Rosso-Rojo Death Scythe while it's in the air in order to hit the button on the right-hand side of the room. The VFX Gauge will likely be empty as soon as the Rosso-Rojo Death Scythe hits the button.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	3	Key	Defeat all of the enemies.	1700/150

This scene is a lot like the first one, but even more difficult. Numerous Black Double Swords, Ninjai, and a host of shield-bearing Flatys flood the room wave after wave. Joe has got to keep his wits about him in this room if he's to come out the other side in one piece.

Break the orange crate in the center of the room to gain another **L.I.V.** Toss a Voomerang whenever the enemies get too close in order to knock them down. Also, be ready to tap that Slow button to trigger a last-second V-Dodge. Zoom in during the V-Dodge to bust apart the nearby enemies with the Viewtiful Forever.

This scene is pretty tough, but you just have to stay on the move, avoid getting surrounded, and take advantage of every situation in which an enemy becomes dazed. Using the combo to defeat the hard to hit enemies, using the V-Dodge, and using the Viewtiful Forever are all keys to staying alive here.





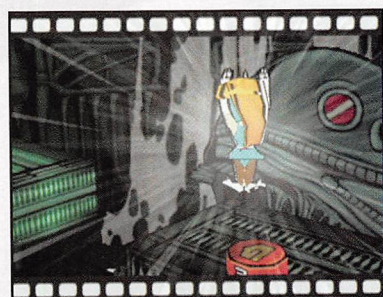
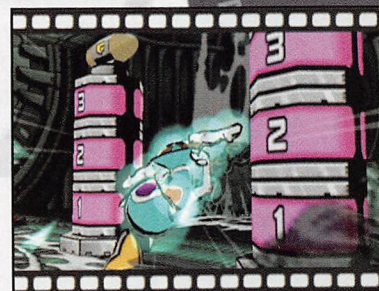
Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	4	Puzzle	Activate all of the switches.	10/70

This room contains over a half dozen switches that must be hit three times simultaneously in order to become active. Obviously, this requires the use of Silvia's Replay ability. The catch is that the switches are only receptive to her attacks for sixty seconds at a time. Should she fail to activate them all in that time, she'll have to start all over again.

Spend a few seconds collecting the Film Canisters in the room and locating each of the switches. It's important to know where they are before starting the timer.

When ready to begin, hop in between the two poles on the floor and perform a Replay spin-kick to start the timer. Now Silvia has to move throughout the room and hit each of the switches with a Replay attack. A couple Flatys attempt to get in the way, but they can, and should, be easily ignored.

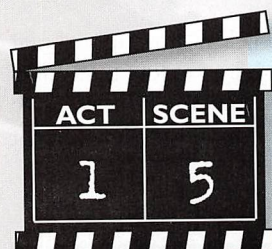


Start with the switches on the lowest platforms. Leap into the air, Zoom in, and press the Replay button as Silvia slams down into them. Repeat this tactic for both switches.

Next up are the switches on the walls in the middle of the room. Each of these can be easily activated by kicking them while pressing the Replay button.



The last three switches are mounted on the underside of ledges and require Silvia to use the hovering platform that continuously loops around the room. Hop onto the platform, wait for it to get under one of the switches, Zoom in, and jump while holding the Replay button.



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	5	Key	Defeat all of the enemies.	2500/200



This is the last rumble that Joe and Silvia find themselves in for a while. But, before trading fisticuffs, there's a little matter of the electrified and fire-spewing nodes to tend to. Not only does each of them pose a significant hazard when the fight begins, but they each yield a Cheeseburger when destroyed. Use Joe's Redhot Kick to destroy the fiery ones and Silvia's Coolblue Kick to destroy the electrified ones. Zoom in during the kicks to really take advantage of each attack.

SAFETY FILM

DE™ 2

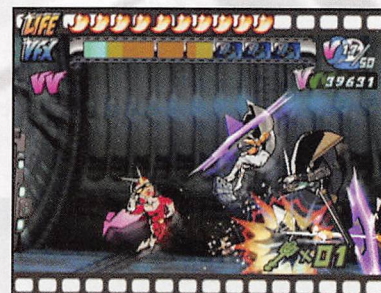
SAFETY FILM

97



Once the hazards have been destroyed, V-Touch back to Joe and head to the right of the room to get the Gelbien's attention. The battle begins with just the Gelbien but many other enemies will enter the fray as time goes on.

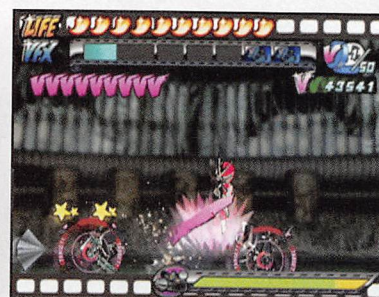
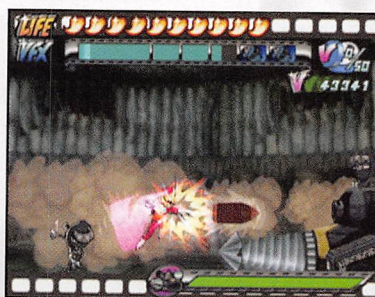
This battle is very similar to the previous combat-intensive scenes in this act. Use the Voomerang, V-Dodge, and Viewtiful Forever to create breathing room and combo as many enemies as your VFX supply allows. The battle concludes with a pair of Gelbiens attacking simultaneously. Try to keep them both on one side of Joe and focus on dodging both of them, but only attacking one.



Scene Direction

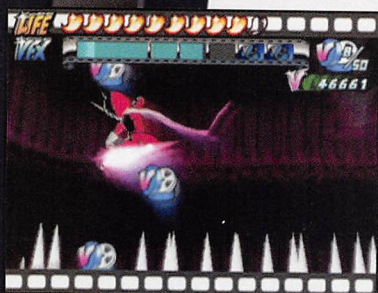
ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
1	6	Battle	Defeat the Thunder Seven (2500 HP).	800/150

The time has come to face another Thunder Seven. All of the tactics that have been applied to previous ones still work; this time around, you just have to be a lot faster. This particular Thunder Seven acts like the hyper-active brother of those previously faced. It moves around with greater speed, less predictability, and to top it all off, Ninjai emerge from within in an attempt to defend it on foot.

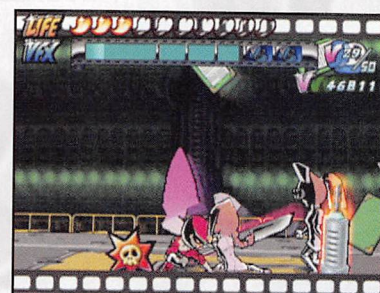


Keep Joe out of the path of the tank while it leaps in and out of the floor like a deranged dolphin. Wait for it to stop and let its troops out and keep a few steps away from it. Try to ignore the Ninjai and watch for the tank to start to turn red. Use SlowVFX to slow down the path of its enormous artillery shell and punch it back. Joe can do even more damage by punching the Ninjai, but finding time to dodge their four attacks while also returning fire from the tank can be tricky.

After the battle with the tank has been won, Joe enters a room with an incredibly low gravitational pull. The floor and ceiling in this room lined with large spikes in most places. It's up to Joe to follow the trail of Film Canisters through this circuitous room. Use SlowVFX, Redhot Kicks (don't Zoom in), and well-timed double-jumps to avoid the spikes. Press the Punch button during a Redhot kick to stop the angular descent and press Mach Speed to have him fall straight into a safe spot.

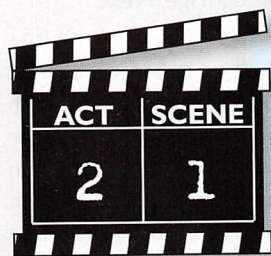


Exit the anti-gravity chamber and destroy the Infer, Infer, and Enfer on the metal platform in the next room. Take your time with them, as there is no scoring going on at this point. Take the opportunity to pound on them for a while to earn last some last-second Viewtifuls before going shopping.



1 INTERMISSION TIME

The time has come to buy the final **Life** (30,000 Viewtifuls) if you haven't already. Also, purchase some additional **Voomerangs** (1,500), and replace any **Take 2's** (10,000) that were used in the first Act. Joe and Silvia are closing in on the mysterious Black Emperor of the Gedow, but the next four scenes will challenge them like none other.



Scene Direction		
ACT	SCENE	
2	1	
Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Survive the ride on the tram.	3500/250

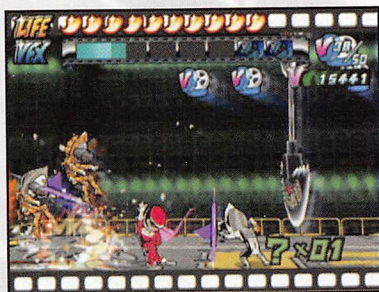
The metal platform on which Joe fought the nurses is actually a tram. Joe now must survive this lengthy rail ride through one dangerous transport tunnel. Large blades swing back and forth at various heights to try and cut him in two, all the while dozens of enemies hop aboard looking to throw him off.

The requirements for a Viewtiful ranking on this scene are pretty tough, since Joe's VFX Gauge isn't fully upgraded yet. Try to make the most out of every combo by using the Redhot Kick to hit enemies into the floor, instead of hitting them skyward. The one exception to this being when it comes to having them help collect out-of-reach Film Canisters.



FILM CANISTER WARNING

Whether or not you obtain all five VFX Gauge Upgrades in this Reel is largely dependent on how this scene goes, since there is no going back for one you miss. Keep in mind that the final battle—one laid out before Joe as part of his destiny—is extremely difficult without all of these upgrades. It's entirely possible to win the battle with just four of the five VFX Gauge Upgrades, but those entering into the battle for the first time should really try to have all five.



Keep an eye on the various enemies and their weaponry and use a Voomerang whenever the situation begins to get out of hand. The platform tilts a total of two times during the ride. The enemies get tougher during the middle section, but there are no blades to dodge, or Film Canisters to collect, so just focus on assembling a large combo.



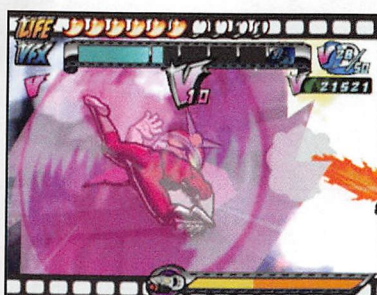
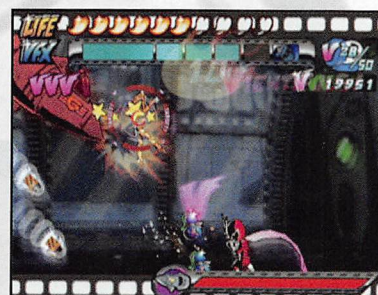
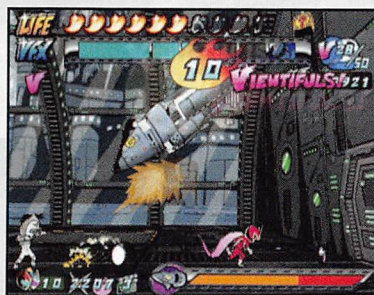
Scene Direction

ACT 2
SCENE 2

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Defeat the three sub-bosses.	3000/350

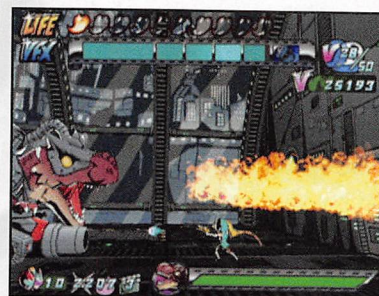
The time has come for Joe to face each of his mechanized foes one last time. This scene pits Joe against the Harrier, Harrier-Diver and Tank-John Mk. VIII for one last lengthy battle to the death. He'll face them one at a time consecutively with no chance to catch his breath between bouts.

The Harrier (1500 HP) is up first and, in truth, fights just like it had earlier. It streaks across the sky firing its machineguns at Joe before finally pausing to let a squad of Flatys out. Joe can use Slow VFX to dodge the bullets (Slow spin-kicks can return fire) and focus on dazing the Flatys. Once dazed, the Flatys become Joe's best weapon against the Harrier. Uppercut or kick them right back from where they came to deliver massive damage. Next!

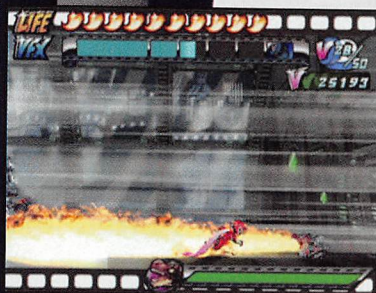


The Harrier-Diver (2000 HP) also fights just as it had on several occasions previously. The best weapons to use against it are its own missiles. Wait under the nose of the jet for the missiles to appear and leap up to start spin-kicking. Every kick dishes out some pain on its own accord, but more importantly deflects the missiles back into the Harrier-Diver. The rest of the fight is essentially the same as before. Slide under the flamethrower, use double-jumps and Slow VFX to assist in dodging the clamps and machinegun fire. It occasionally rains firebombs on Joe, but these can easily be kicked aside during their freefall.

The last of the enemies in this scene is a slightly revamped Tank-John Mk. VIII (3000 HP). In short, mamma Dino has had some babies since Joe has last seen her. This fight requires the use of both Joe and Silvia in true tag-team fashion. Use Silvia's gunblasts to dish out the damage just as before. Shoot the single green barrel back at the Tank-John Mk. VIII and use Slow VFX and a single gunblast to bounce the artillery shell back at it. This much hasn't changed.

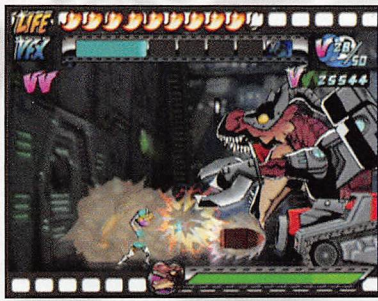


What has changed is that now the Tank-John Mk. VIII retreats to the background and four miniature Baby Tanks emerge. They'll each drive to a different position in line with Silvia and start spewing lengthy flames in her direction. The main Tank-John Mk. VIII takes this opportunity to lunge forward in hopes of catching a hero unaware.

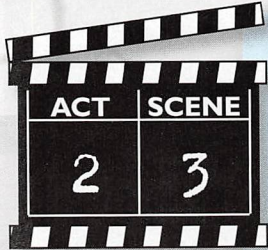


FLAME-BROILED JOE

Joe can withstand flames when he is using his Mach Speed punches and glowing with a red aura, but he cannot simply sprint straight into the Baby Tanks' flamethrower blasts without being hurt. Even if he is using Mach Speed. Don't forget, using Mach Speed without punches actually helps extinguish flames!



V-Touch to Joe and use his Mach Speed ability to quickly punch through each of the Baby Tanks as fast as possible. His own flaming aura helps keep him safe while he destroys the Baby Tanks. V-Touch back to Silvia and use Slow gunblasts to dwindle Tank-John Mk.VIII's HP whenever it lunges forward.

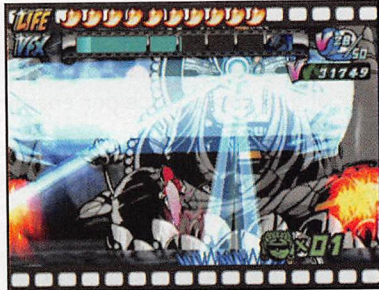
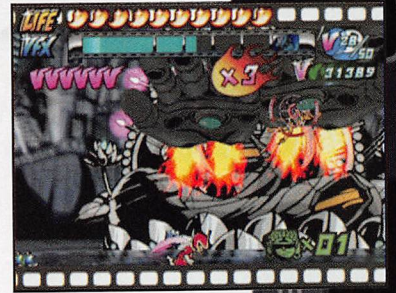


Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	3	Puzzle	Destroy the SPACE DIE BU 2.	500/250

It's time to battle another enormous missile-spewing statue. This time, however, instead of contending with one maniacal giant hand, Joe must work to avoid being clapped to death by two giant hands!

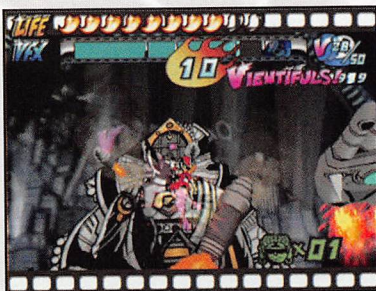
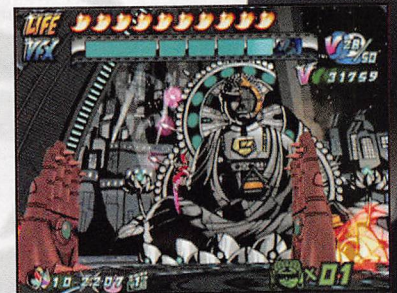
Despite the addition of the second hand and the different look of the statue, this scene shares a great deal with the one involving the giant DIE-BOO 2 statue. The battle begins with both hands in the horizontal position. A group of enemies leap onto the battlefield to distract Joe and the hands soon move out of view.



Battle the enemies until the hands reappear; this time they'll be oriented vertically. The statue in the background emits powerful blue lasers that sweep across the floor beneath Joe's feet. Meanwhile, an enormous blue beam appears between the two hands. This is to keep Joe from jumping too high when avoiding the statue's lasers.

Use short bursts of SlowVFX and light taps of the Jump button to make Joe hop over the lasers while simultaneously staying under the giant energy beam. Don't stray too far from the center of the screen, but don't become a sitting duck for the ground troops either!

The lasers eventually turn off and large spikes protrude out of the hands. The hands remain equidistant from Joe and follow his every move. Use this to your advantage by guiding the spiked hand into the enemies on the ground. The hands soon turn red; this is Joe's signal to double-jump straight up as high as he can. The two hands slam together with crushing force, back away from each other, and slide off the screen. Joe takes serious damage if he is caught in the handclap and will also be harmed if he allows the backside of either hand to push him off stage.



Now it's time to attack the statue. The SPACE DIE BU 2 begins firing large slow-moving missiles at Joe. Avoid the hands (they can be stunned with a simple Slow attack) while knocking each of the missiles back at the statue. Use Slow VFX to compound the explosions set off by each missile.

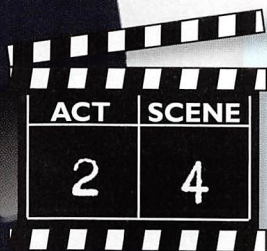
This cycle of attacks and counterattacks repeats at a faster and faster pace until either Joe, or the statue, is no more. Follow the tips above to survive the onslaught and return to the room to the left. The door at the back of this room will now be open for Joe to go through.

SAFETY FILM

VIEWTIFUL JOE™

SAFETY FILM

101



Scene Direction

ACT	SCENE	Type	Description	Viewtiful Reqs. (V-Point/Time)
2	4	Puzzle	Survive the tram ride.	5000/350

This is the last scene before Joe's showdown with the Gedow leader and the tram he now stands on takes him where he needs to go. Sounds easy, right? Not even close.

Joe won't be on the tram for more than two seconds before multiple Rosso-Rojos Double Swords and Black Death Scythes attack. Move quickly towards a Black Death Scythe and use it to start a combo. Leap into the air and use Redhot Kicks to combo the enemies with the double-bladed staffs before upping the X-Bonus at the expense of the initial target.



GOODIES GALORE

Some of the enemies drop large bottles of VFX Juice, while others yield Yellow Film Canisters. Be sure to collect the grab any and all VFX Juice immediately as doing so is the only way you'll maintain enough VFX to combo enough enemies to meet the V-Point requirement for this scene.

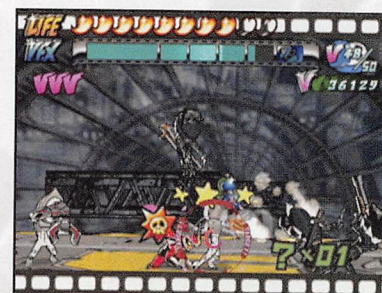


A second wave of enemies containing Space Gunmen and Ninjai is up next. Try to strike a balance between eliminating tough-to-combo enemies at all costs while trying to build enough of a combo to earn a good rank. As a rule of thumb, try accruing an X-Bonus multiplier of 5 or more twice per enemy wave. This has you well on your way to meeting that lofty goal of 5,000 V-Points.

The tram starts moving upwards as soon as the last of the enemies in the second wave is eliminated. Sections of spiked ceiling fall onto the tram as it does. Joe must use his Mach Speed ability to sprint to the gaps in the ceiling to avoid taking damage. Return to the middle of the tram between sections. Multiple orange crates appear in the latter portion of this vertical ride. Use a small burst of Slow to hit it while Sliding across the floor towards it; these Cheeseburgers come in handy for sure.



Joe finds himself thrown into another huge battle when the tram comes to a stop. Multiple Flatys and gun-toting Ninjais attack simultaneously. Start a combo with a Flaty, then set to destroying each of the enemies with Slow punches and kicks. This is a great opportunity to build up a very healthy X-Bonus, so make the best of it. The second wave of enemies is a bit tougher than the first, but nothing Joe hasn't dealt with before. Use the Voomerang if need-be, but most of all stay alive and look for opportunities to combo.





The tram starts moving once again. This time it is sliding off into the background and Joe has to dodge a series of walls, or risk being pushed off the back of the tram. Use Mach Speed to run past the walls as they slide by. Speaking of sliding, the fourth opening is very low to the ground and Joe only slips through if he's crouched, or in the midst of a Slide move. Three Infir, Infer, and Enfers await Joe at the end of the tram ride. Take them out and go through the door to take one last breather before the big showdown.

SAFETY FILM

VIEW



Congratulations for making it this far; you should be proud of yourself. But, unfortunately, your toughest battles are still ahead. Purchase any remaining **Life** or **Take 2's** that you can and save your progress. Good luck.



BOSS BATTLE ULTRA BLACK BEHEMOTH: DARK KAISER

SCENE DIRECTION

Type	Description	Viewtiful Reqs. (V-Point/
Battle	Defeat the Dark Kaiser (2500 HP)	100/500
Boss Attack		Damage Inflicted
Solar Flare		2 Hearts
Fire Demons		4 Hearts
Missiles		1 Heart
Pink Orbs		2 Hearts
Lasers		2 Hearts



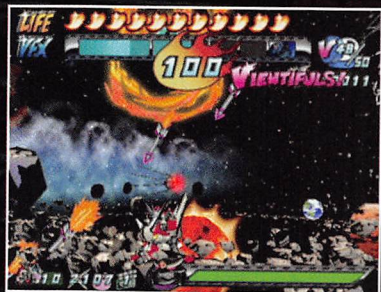
This spacey battle pits Joe and Silvia in their wonderful Six-Six against the Black Emperor's Dark Kaiser machine. The Dark Kaiser doesn't just think the world revolves around him, but our little portion of the Milky Way, for the time being, *does* revolve around him. The Six-Six will be on the outskirts of the Solar System, forced to look inward and react to each of the Dark Kaiser's galactic attacks.

The Dark Kaiser follows a rigid pattern of attacks and Joe and Silvia must understand that they need to react *defensively* instead of *aggressively* throughout the course of this battle. There is only one appropriate time to launch a counterattack. Surviving the onslaught of various attacks to get to that point is how this battle is won.

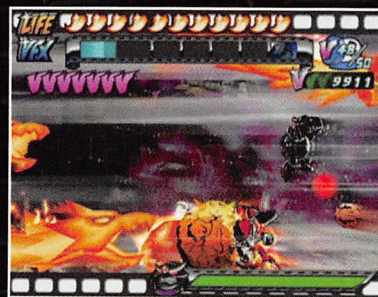


Start the battle using Joe's version of the Six-Six. The Dark Kaiser moves to the sun and attacks with mighty solar flares that expand outward in 360-degrees. Joe needs to leap over each of these flares as they appear. While jumping over the flares, be on the lookout for a planet that is on Joe's walkway and move towards it. Early in the battle, the Dark Kaiser only launches three solar flare attacks per cycle. This number expands as he becomes injured.

The Dark Kaiser isn't to abandon his solar attacks just yet and calls on the sun to fuel a series of flying fire demons. Joe must punch a reachable planet with Mach Speed force to ignite himself. This keeps him safe when the fire demons pass him by. Watch their flight pattern and let the VFX Gauge recharge briefly while the fire demons look to make a second pass.



Next up on the Dark Kaiser's list of attacks is a pair of missile attacks. He'll launch four unguided missiles at Joe's current location. Rapidly perform the Sliding attack to move away from the planet Joe was punching quickly. Joe butts up against another planet. At about this time the Dark Kaiser launches the second volley of missiles. Use the Sliding maneuver to slip out of the way back in the direction Joe just came from.



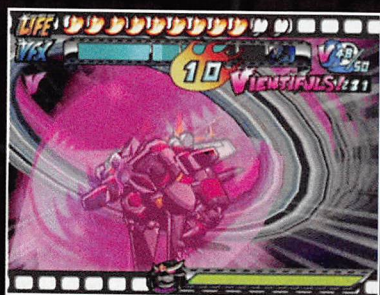
Now it's time to do some damage! V-Touch to Silvia and face whatever direction the Dark Kaiser is facing. Wait for him to move back to the center and leap up into the air and start firing Silvia's guns at the same height as the Dark Kaiser. His chest opens up and a large purple orb extends outward. This is his only weak spot. Fire a bunch of shots towards this orb and use Slow VFX right before the blasts hit it to compound their effectiveness.



Don't use too much VFX just yet. After a couple of hits, the orb rises up to a greater height. Drop back to the ground and double-jump to a higher level and start firing again. Now use as much Slow VFX as it takes to dish out maximum damage. The orb eventually lowers to ground level. Now the two bouncing orbs that serve as protectors for it become a factor. Fire numerous shots at them and use Slow VFX to make Silvia's blasts larger. Continue firing until they are no more.



Dark Kaiser fire two multi-ray bursts of red, vertical lasers as soon as the orb returns to his chest. Immediately begin Sliding to one direction and don't stop until the last of the lasers has struck the ground. It's important to make sure that you flee to whatever side is closest to your position relative his. Look to see if he is even slightly to the right of Silvia. If so, Slide to the left. There is little margin for error when fleeing these lasers.



The last attack by the Dark Kaiser is another missile attack but this time he'll corral the hero with some planetary rings. Although the hero is unable to move left or right, he can jump. Leap into the air; Zoom in, and spin-kick until all of the missiles have been destroyed. There are two batches and they will not miss so don't stop spin-kicking until the rings disappear.

Once the rings have disappeared the Dark Kaiser returns to the sun and begin his cycle of attacks once again. V-Touch back to Joe if still using Silvia and prepare to leap the solar flares once more. Continue following the tactics described above until the Dark Kaiser's galactic rule comes to an end.

3

INTERMISSION TIME

What more could there be, you wonder? Well, they say every movie has to have a plot twist and this is certainly no exception! Buy a **Take 2** and prepare for one final fight. Henshin a go-go, baby!

ACT

4

BOSS BATTLE

DARK HERO: JET BLACK

SCENE DIRECTION

Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Defeat Jet Black (1500 HP)	100/600
Boss Attack		Damage Inflicted
	Orbiting Orbs	2 Hearts
	Large Red Blast	2 Hearts
	Sword Slash	2 Hearts
	Sword Jab	1 Heart
	Small Red Blast	1 Heart



The moment has come for Joe and Silvia to take on this unexpected Dark Hero, and the fight has unfortunately begun outside of Movie Land. Joe and Silvia are powerless in the real world, but thanks to the Black Film, Jet Black has all of these special powers. And he's ready to use them!

Jet Black floats above the ground and soon fires a large red blast at Joe if given the time to. Run towards him, slip past the orb that orbits his position, and punch or kick him three times. Each time Jet Black is struck three times, he'll move to a new location and becomes a bit

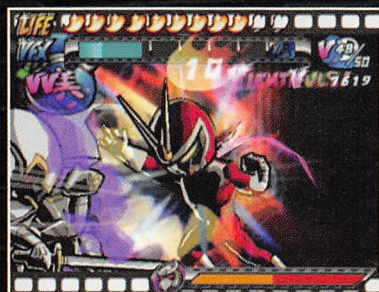
more aggressive. Also, an additional orb floats around his location as a guard. Rush forward and immediately hit him three times. Manage to do this four times to help remind Joe and Silvia what they are doing wrong.



Once Joe and Silvia realize that they can use their special powers in the real world, the battle dramatically shifts in their favor. Of course, this isn't to say that the fight is an easy one.

Despite his name, Jet Black is dressed in white and has four differently colored auras that surround him. He is most vulnerable to attacks when he is glowing white. Use this time to attack with Silvia's guns from afar. Use SlowVFX to increase the damage that each shot does and concentrate on staying in the air at the same height as him to shoot him in the head.

Jet Black also often glows purple. He is still vulnerable to attack from both Joe and Silvia, but he is much more aggressive and attacks don't do as much damage as they would when he's glowing white. As long as he's purple, it's best to stick to a defensive plan and concentrate on dodging his litany of attacks.



GRAVITY GONE CRAZY

Most times that Jet Black begins to glow purple, gravity is impacted in one way or the other. Sometimes gravity will be decreased and Joe and Silvia's jumps will send them floating through the air great distances. Other times, gravity will be increased and the dynamic duo will find it hard to get more than a couple feet off the ground.



Things get a bit interesting when Jet Black begins to glow blue or red. These auras correspond to Silvia's and Joe's attacks, respectively. If he starts to glow blue, V-Touch to Silvia and vice-versa if begins to glow red. Either way, these protective auras shield him from attacks and must be destroyed. Leap into the air and hit him with either a Zoomed in Coolblue/Redhot Kick to break through that barrier. Once the kick lands, he'll return to his normal white self. V-Touch back to Silvia and start shooting him again.

Jet Black attacks primarily with his sword, but he occasionally uses his sword to fire small red blasts towards his enemy. These blasts are sometimes fired repeatedly at varying angles, so be ready to hit the Slow VFX to V-Dodge at the last second. Regardless of Jet Black's attack, it's best to stay very aggressive and to constantly be trying to Redhot/Coolblue Kick him or shoot Silvia's guns at him.



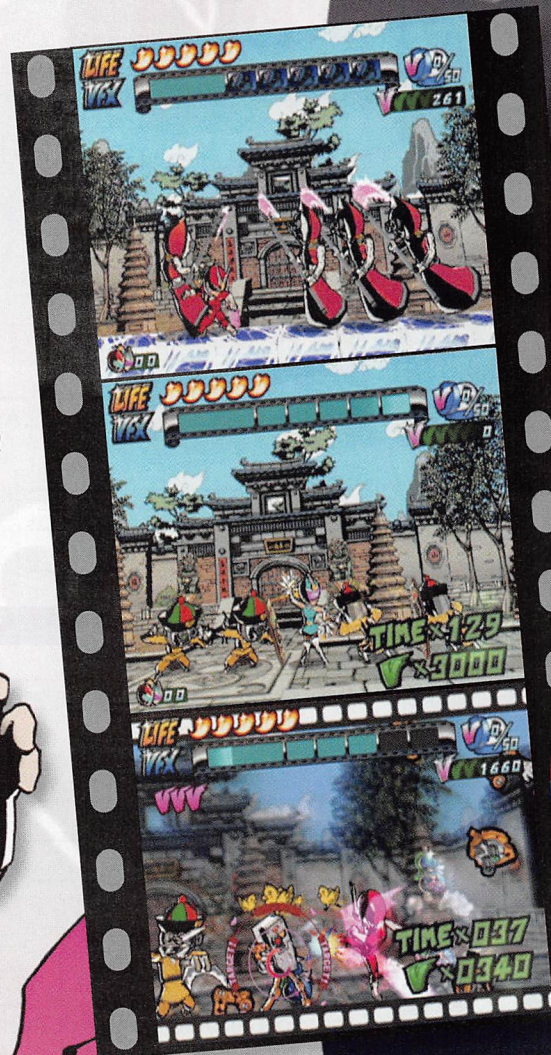
THE 36 CHAMBERS

THE 1ST CHAMBER
THE 7TH CHAMBER
THE 12TH CHAMBER



One of the great new additions to the *Viewtiful Joe* series is the inclusion of this extra gameplay mode. 36 Chambers consists of a series of challenging tests that will make even the most talented *Viewtiful Joe* player cry for their mommy. Many of these challenges can only be unlocked by meeting specific goals in the main Story Mode. Other goals can be accessed by completing previously unlocked challenges in 36 Chambers mode.

Each of the 36 Chambers pits Joe and Silvia in a specific situation against nearly impossible odds. The heroes have all of their abilities to use at their disposal, but the lack of a lengthy VFX Gauge really increases the difficulty. Test your skills in each challenge until you've obtained a passing grade (or go for the Viewtiful rank) in all 36 Chambers to earn a special award—Unlimited VFX Power!



LIFE AND L.I.V.

The term "Life" refers to the number of hearts in Joe and Silvia's Life Gauge, not the number of lives (L.I.V.) they have.



THE CHALLENGING CHAMBERS



SURROUNDED ON ALL SIDES!

How to Unlock: Complete Reel 1, Act 4.

Viewtiful Requirements	
V-Points	Time
4600	220



DEFEAT THE ICE BOX ARMY

How to Unlock: Get Killed by a Rocker.

Viewtiful Requirements	
V-Points	Time
1000	90



HOW BEAUTIFUL THIS CRIME, 1ST ACT

How to Unlock: Clear Reel 2, Act 3.

Viewtiful Requirements	
V-Points	Time
6000	260



EVERYTHING YOU GOT, THE ORIGIN

How to Unlock: Collect all 250 Film Canisters in any Reel.

Viewtiful Requirements	
V-Points	Time
3500	230



AESTHETICALLY BEAUTIFUL BROAD SKILL

How to Unlock: Complete Reel 3, Act 1.

Viewtiful Requirements	
V-Points	Time
100	70



SPLENDIDLY GRACEFUL LIKE WITH WINGS

How to Unlock: Clear Chamber 2 with a rank of A or higher.

Viewtiful Requirements	
V-Points	Time
3000	310



SPLENDIDLY GRACEFUL LIKE A CRANE

How to Unlock: Complete the slippery floor scene in Reel 5, Act 1 with at least 5 lives remaining.

Viewtiful Requirements	
V-Points	Time
4200	250



IT'S A BEAUTIFUL LIFE, STAGE 1

How to Unlock: Clear any scene with just 1 life remaining.

Viewtiful Requirements	
V-Points	Time
4600	220



DESTROY THE WHITE INVADERS

How to Unlock: Complete Chamber 1.

Viewtiful Requirements	
V-Points	Time
850	110



DODGING IS KEY, STAGE 1

How to Unlock: Get a Game Over (and don't reset).

Viewtiful Requirements	
V-Points	Time
700	58



SURROUNDED BY NINJA ON ALL SIDES

How to Unlock: Clear Chamber 1 and enter the Bonus Scene in Reel 4, Act 2.

Viewtiful Requirements	
V-Points	Time
3600	300



DEFEAT THE MARTIAN ARMY

How to Unlock: Achieve a Time rank of V in 5 consecutive Scenes.

Viewtiful Requirements	
V-Points	Time
500	105



IT'S A BEAUTIFUL LIFE, STAGE 2

How to Unlock: Maintain just 1 life from start to finish in a Scene.

Viewtiful Requirements	
V-Points	Time
3600	300



DESTROY THE NINJA INVADERS

How to Unlock: Earn a Rainbow V rank on the UFO fire Scene in Reel 4, Act 1.

Viewtiful Requirements	
V-Points	Time
1300	155



DODGING IS KEY, STAGE 2

How to Unlock: Clear Chamber 8.

Viewtiful Requirements	
V-Points	Time
950	120



SURROUNDED BY MACHINES ON ALL SIDES

How to Unlock: Defeat "Long John" in Reel 3, Chapter 2 and have an overall ranking of A or higher.

Viewtiful Requirements	
V-Points	Time
4200	220



DEFEAT THE SPACE ARMY

How to Unlock: Clear Chambers 3 and 12.

Viewtiful Requirements	
V-Points	Time
1000	180



HOW BEAUTIFUL THIS CRIME, CROWNING ACT

How to Unlock: Complete Reel 7, Act 3 and have over 200,000 Viewtifuls in savings.

Viewtiful Requirements	
V-Points	Time
6600	255



HOW BEAUTIFUL THIS CRIME, MIDDLE ACT

How to Unlock: Complete Reel 4, Act 2.

Viewtiful Requirements	
V-Points	Time
4550	165



EVERYTHING YOU GOT, THE RUINS

How to Unlock: Clear the final Scene in Reel 2, Act 1 without using any VFX.

Viewtiful Requirements	
V-Points	Time
5100	320



AESTHETICALLY BEAUTIFUL FLUID KICKS

How to Unlock: Clear Chamber 9 and purchase the Sliding power-up.

Viewtiful Requirements	
V-Points	Time
10	53



SPLENDIDLY GRATEFUL LIKE FIRE

How to Unlock: Complete the kitchen Scene in Reel 1, Act 3 with an overall rank of Rainbow V.

Viewtiful Requirements	
V-Points	Time
3200	240



IT'S A BEAUTIFUL LIFE, STAGE 3

How to Unlock: Clear Chamber 13.

Viewtiful Requirements	
V-Points	Time
4200	220



DESTROY THE INVADER'S FORTRESS

How to Unlock: Have Joe thrown out of the bathroom 10 times in the monorail Scene in Reel 3, Act 1.

Viewtiful Requirements	
V-Points	Time
1000	130

SAFETY FILM

VIEWTIFUL JOE™ 2

SAFETY FILM

CHAMBER

25

EVERYTHING YOU GOT, THE FUTURE

How to Unlock: Do not use any VFX from the time the gear Scene ends in Reel 3, Act 2 and the next one begins.

Viewtiful Requirements

V-Points	Time
6600	370

CHAMBER

27

AESTHETICALLY BEAUTIFUL DIAGONAL KICKS

How to Unlock: Complete Chamber 18 and purchase the Redhot Kick power-up.

Viewtiful Requirements

V-Points	Time
10	75

CHAMBER

29

SPLENDIDLY GRACEFUL LIKE THE WIND

How to Unlock: Collect all of the Film Canisters in Reel 5, Chapter 1.

Viewtiful Requirements

V-Points	Time
2100	300

CHAMBER

31

IT'S A BEAUTIFUL LIFE, STAGE 4

How to Unlock: Perform the Ukemi successfully 10 consecutive times in Reel 7, Act 1.

Viewtiful Requirements

V-Points	Time
3000	190

CHAMBER

33

DESTROY THE INVADER'S RAMPARTS

How to Unlock: Clear Chamber 24.

Viewtiful Requirements

V-Points	Time
4300	280

CHAMBER

35

DODGING IS KEY, STAGE 4

How to Unlock: Complete Story Mode on the Adult difficulty setting.

Viewtiful Requirements

V-Points	Time
1600	180

CHAMBER

26

DODGING IS KEY, STAGE 3

How to Unlock: Clear Chamber 17 and complete Story Mode on the Kids difficulty setting.

Viewtiful Requirements

V-Points	Time
900	97

CHAMBER

28

SURROUNDED BY SPACE ON ALL SIDES

How to Unlock: Finish the switch scene in Reel 7, Act 1 with at least 30 seconds left on the timer.

Viewtiful Requirements

V-Points	Time
3000	190

CHAMBER

30

DEFEAT THE SPACE NINJA ARMY

How to Unlock: Obtain an overall rank of Rainbow V in five consecutive Scenes.

Viewtiful Requirements

V-Points	Time
500	330

CHAMBER

32

HOW BEAUTIFUL THIS CRIME, ORIGINAL ACT

How to Unlock: Complete Reel 1, Act 4.

Viewtiful Requirements

V-Points	Time
12000	430

CHAMBER

34

EVERYTHING YOU GOT, JAPAN

How to Unlock: Finish Reel 1, Act 4 without obtaining a single Film Canister.

Viewtiful Requirements

V-Points	Time
12500	530

CHAMBER

36

AESTHETICALLY BEAUTIFUL DANCING

How to Unlock: Clear Chamber 27 and complete Story Mode on the Kids difficulty

Viewtiful Requirements

V-Points	Time
10	18

CHAMBER

37

BONUS CHAMBER: VIEWTIFUL INVADERS

How to Unlock: Clear Chamber 6, complete Story Mode on the Kids difficulty setting, and earn an overall rank of D 3 times.

Viewtiful Requirements

V-Points	Time
2800	170



OFFICIAL STRATEGY GUIDE

by Doug Walsh

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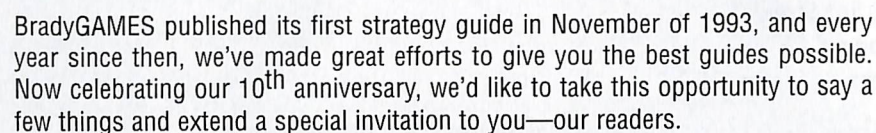
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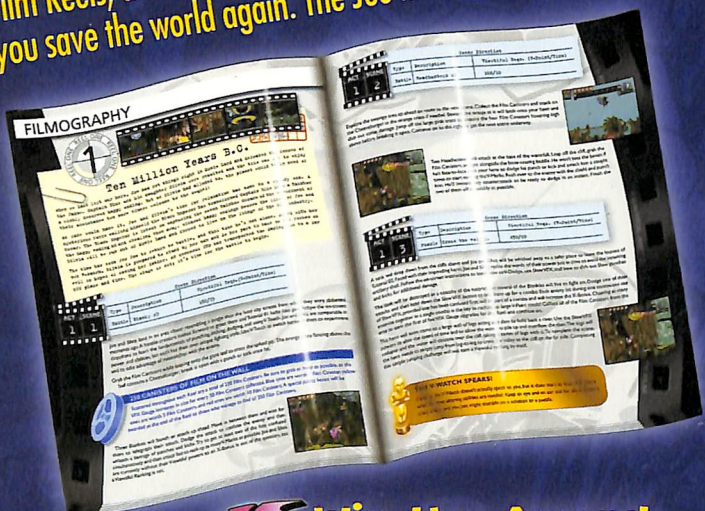
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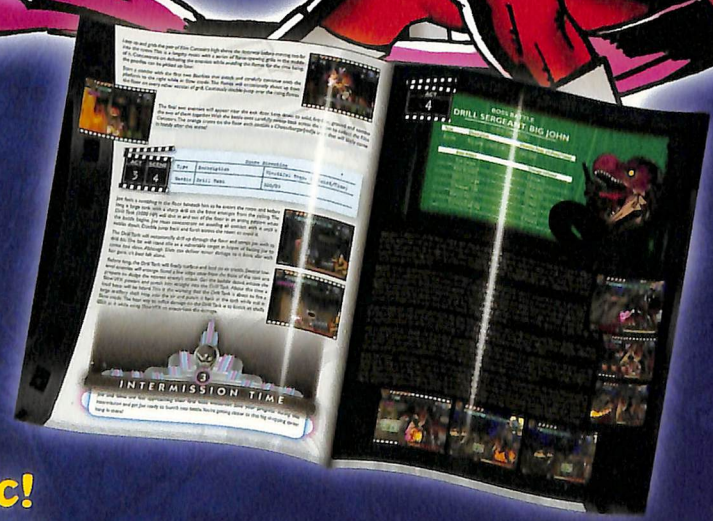


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